A NEWSFIELD PUBLICATION

No.2 JUNE 1985

95p

ZZAP! 64

MONTHLY REVIEW FOR COMMODORE SOFTWARE



Everyone's a Wally - The Map

ALL THE LATEST ON THE GAMES

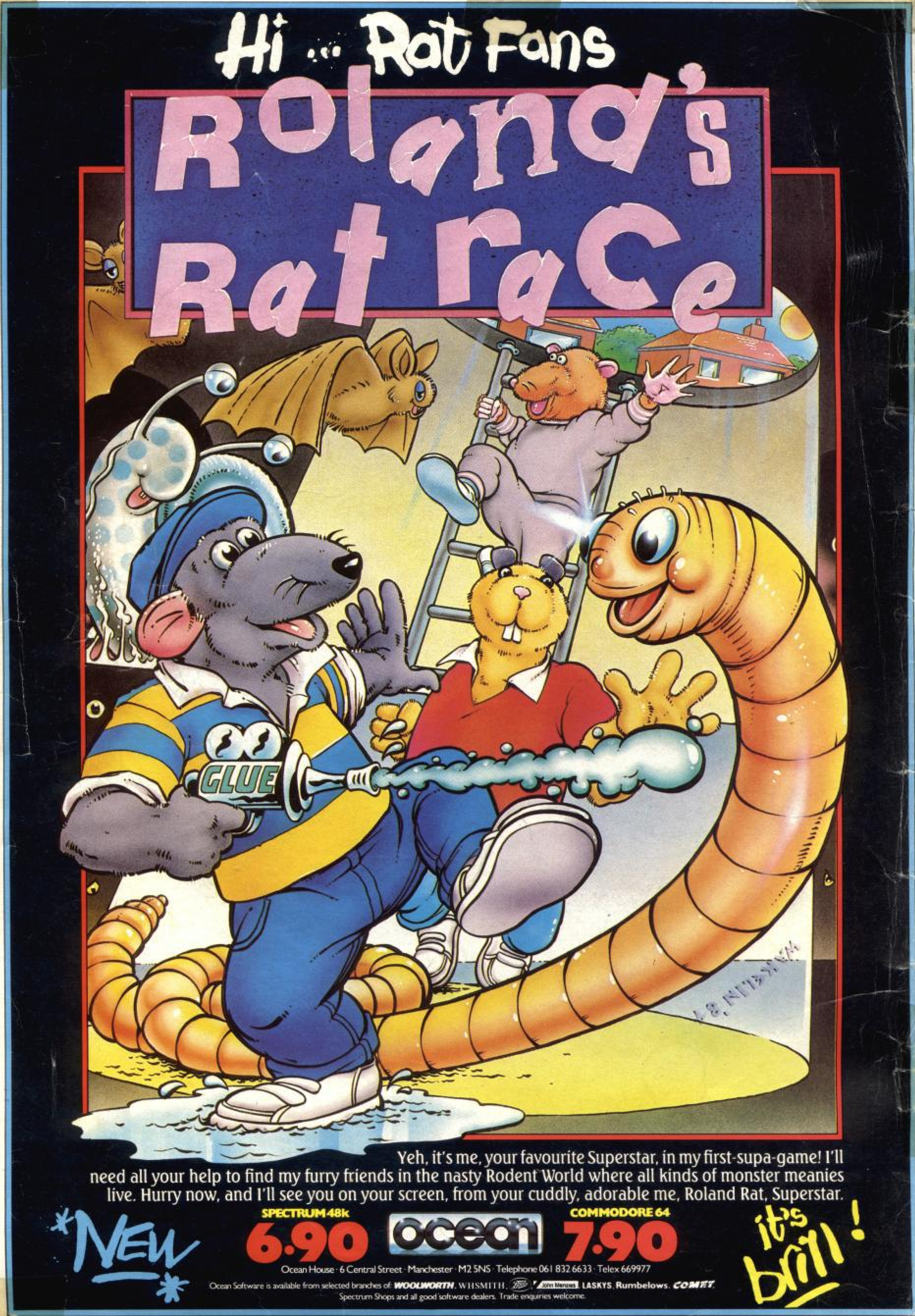
U.S. GOLDMINE

ALL ABOUT THE SOFTWARE GIANT

WIPE-OUT

Theatre Europe - PSS

Detailed review of the year's most terrifying program



Hi ... Rat Fans
Roland's Rat Race
GLUE
Yeh, it's me, your favourite Superstar, in my first-supa-game! I'll need all your help to find my furry friends in the nasty Rodent World where all kinds of monster meanies live. Hurry now, and I'll see you on your screen, from your cuddly, adorable me, Roland Rat, Superstar.
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ISSUE No.2

JUNE 1985







HOT NEW GAMES

18 THEATRE EUROPE

Nuclear war on your 64, and how to avoid it. A chilling simulation of East/West conflict wins this month's Zzap gold medal.

Lode Runner

At last it's here on cassette. Terrible graphics and sound, astounding addiction.



World Series Baseball

The Imagine name returns with a sports simulation pulsating with all the razmatazz of the real thing.

Everyone's a Wally

Tremendous follow up to *Pyjamarama* with multi-character control. The first review of the 64 version, plus our very own map!

Pipeline II

Brilliant sequel to the popular Taskset game. 16 new pipes, two helpmates.

Pitstop II

Incredibly exciting two-player road-racing game from CBS/Epyx featuring split-screen action.

International Basketball

Superb sizzling follow up to International Soccer from Commodore. One of a stack of new sports simulations.



Dambusters

Blockbusting mega-release from US Gold with a remarkably authentic atmosphere. Also an early review of the great new US Gold game *Quasimodo*.

M.U.L.E.

One of the most addictive trading games ever – and up to FOUR people can play

JUNE SPECIALS

98 Tir Na Nog map

Now at last you can find your way round the vast Celtic world.

32 Test your game skill

Seven specially crafted tasks to let you discover if you're a master blaster or a Ludo player.

JUNE SPECIALS

46 US Goldmine

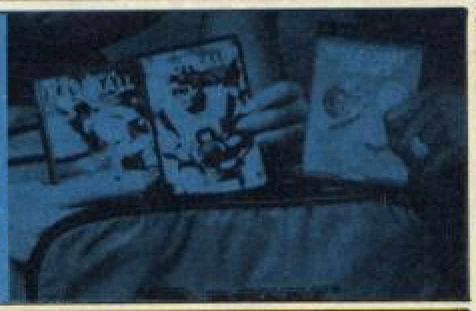
The complete rundown on Britain's biggest 64 software company in a no-holds-barred interview with manager Tim Chaney.

91 Impossible Mission tips

Diagrams showing you how to get round the most difficult screens.

PRIZE COMPETITIONS

30 Activision sports spectacular



Tracksuits, tennis gear, sports bags, plus stacks of copies of Activision's trio of new sports games are on offer in this great spot-the-ball comp.



80 Red Arrows simulator

You can win one of 100 copies of a hot new Database program by drawing your own aircraft.

100 Rocky Horror Show

A signed album, a T-shirt and one of 50 copies of the new game from CRL could be yours if you can spot-the-difference.

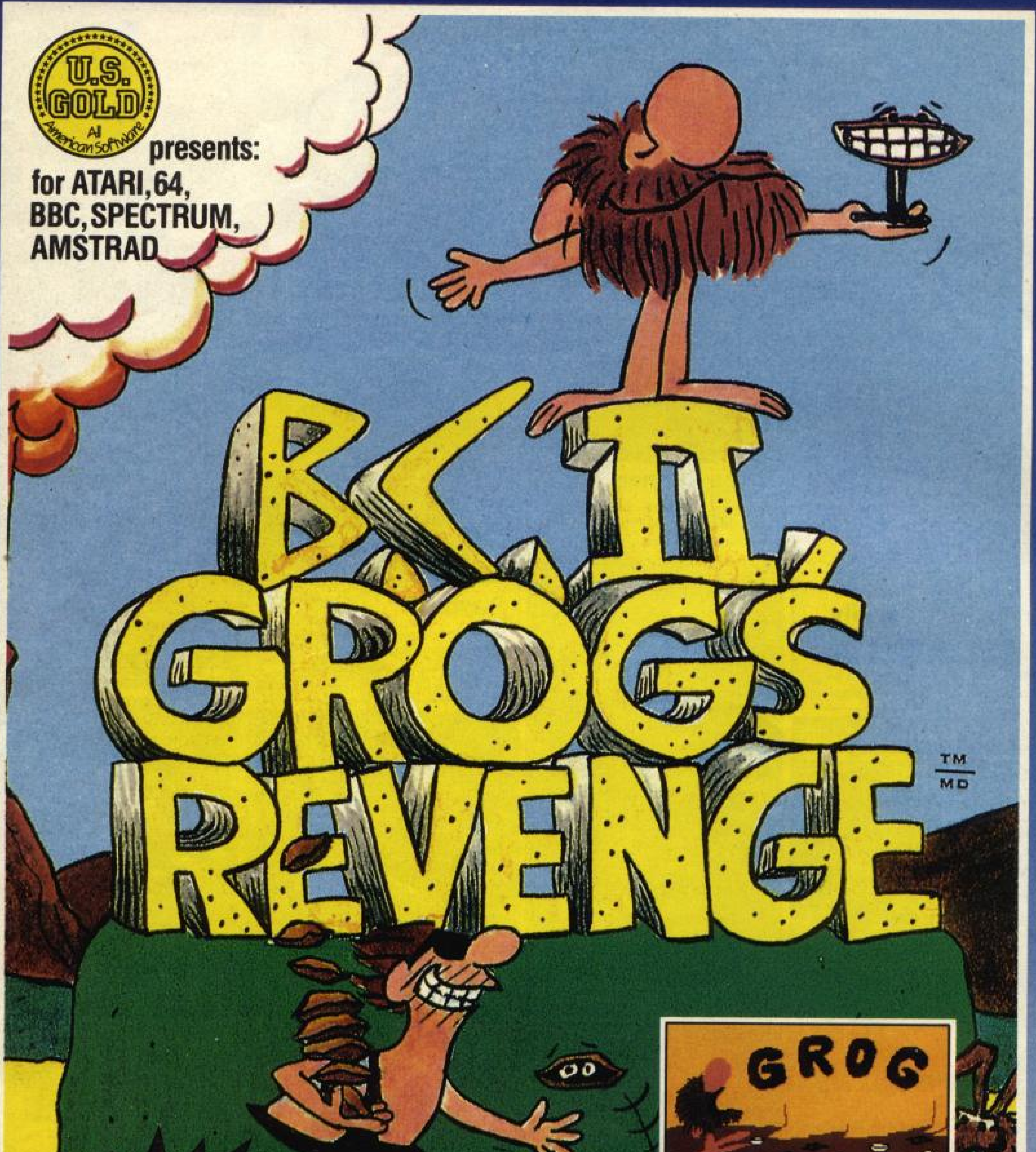


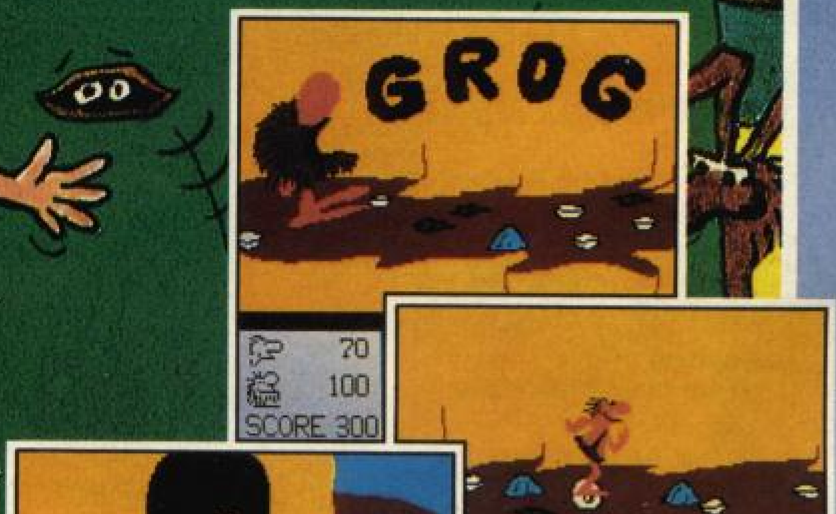
ZZAP-SECTIONS

ZZAP-TESTS

Gfor Gold Medal
Sfor Sizzler
T for Tacky

ZZAP! No.3 ON SALE JUNE 13th !!...*





Thor is out to find the Meaning of Life but to get there he must have clams. Oh, but it's a hard journey. Climb steep hills. Dodge rocks and potholes. Speed through treacherous caves. Avoid Tiredactyls and the Mighty Grog!
Follow the straight and narrow. Cross each bridge as you come to it. Take the high road and the low road and you too can learn the Meaning of Life! Yes, it's worth every clam to see GROGS REVENGE!

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Commodore 64 version manufactured under licence from Sierra On-Line Software. All other versions manufactured under licence from Sydney Development Corporation. US Gold Limited, Unit 10, Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY.

ZZAP! -ED

We've been knocked for six this month by an astonishing number of excellent sports games. First came the amazing Pitstop 2, then World Series Baseball, a trio of Activision titles, Commodore's Basketball (the FINISHED version), Brian Jack's exhaustion test and Talladega.

What this means is that the REAL sports action this summer will be taking place not on the playing fields but on the joysticks of thousands of frenzied 64 owners up and down the land.

The great thing about many of these new titles is that they offer direct duels between TWO players, part of a clear trend toward turning the 64 into an ever more sociable institution.

Here's hoping this issue of Zzap will help you decide which sports YOU want to spend time on this summer.

Enjoy the mag.

Chris Anderson

Incredibly important and dynamic publishers
Roger Kean, Franco Frey
Extremely unimportant and disagreeable editor
Chris Anderson
Game review king
Bob Wade
Reviewing minions
Julian Rignall, Gary Penn
Ed office wonder woman
Lucy Anderson
Hairiest columnist in galaxy
Jeff Minter
Michelangelo da Vinci
Oliver Frey
Layout layabouts
David Western, Gordon Druce
Advertisers' friend
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● Forests of paper covered in ink by Redwood Web Offset, Yeoman Way, Trowbridge, Wiltshire BA14 0

● Intergalactic distribution organised by COMAG, Tavistock Road, West Drayton, Middlesex, UB7 7QE. (For circulation enquiries buzz Tom Hamilton on 021-742-5359)

Zzap! 64 is a monthly event generated by a team of underpaid slaves on behalf of the frighteningly powerful **Newsfield Ltd** publishing empire. July issue coming soon at a newsagent near you.

Cover by OLIVER FREY

Next month, next year

I've decided that one of the worst hazards of publishing mags is the 'next month' page. Last time, ours said we were planning to:
– offer prize trips to Los Angeles (but the software house we were doing the comp with pulled out)
– review *Deus Ex Machina* 64 (but Automata couldn't provide us with a working copy)
– print a *Psi Warrior* map (but we're still trying to decipher the massive and rather chaotic map given us by the programmer)
Sorry about that, folks – you can guess why there isn't a 'next month' page this time!

Feel the quality, feel the width

One interesting way to see if you're getting good value for money from a magazine is to count the number of pages. In fact there are THREE numbers worth checking: the overall number of pages, the number which aren't ads, and the number containing something you find enjoyable or interesting.

Try this out in Smith's sometime. In particular, try comparing the different Commodore magazines this way. It's an exercise you'll find very revealing.

Angry spot

Let me tell you the most ANNOYING thing in the universe. It's pause functions. Or rather, the LACK of them. Some programmers really do want their BRAINS EXAMINING. Don't they realise that games-players are going to get FRUSTRATED if they're just reaching a high score when the phone rings? Or the postman calls? Or it's dinner time? And how the NIKON do they think people are supposed to take decent screen shots of a game, if all the characters are ROCKETING round the screen at the speed of light. Believe me, if I ever again buy a game without a pause mode, I'll literally have NO CHOICE but to

The starkly realistic picture of Gary Penn I published last month brought howls of protest from the Royal Society for the Prevention of Cruelty to Eyeballs. So here's a new, forged picture of him to make him look at least semi-human. Well, there are limits to what forgers can do.



The Zzap ratings

PRESENTATION: Packaging, instructions, loading, play options, program facilities, on-screen impression – everything except the game itself.
GRAPHICS: Variety, detail and effectiveness of screen pictures, quality of animation, smoothness of movement.
SOUND: Variety and effectiveness of sound effects, quality of music. Also: does the sound annoy?
ORIGINALITY: How similar is this to programs already available on the 64?
HOOKABILITY: How strongly does the game make you want to keep playing?
LASTABILITY: How long will it keep its hold on you?
VALUE FOR MONEY: Takes into account the price plus all the above ratings, especially the last two.

Oy, leave our machine alone!

At time of writing, something of a war is going on between Commodore and certain shopping chains such as Boots and Lasky's. These stores have for the time being stopped buying in 64s, because they say the market has forced the 64's price down to £150, and at that level they're not making any money on them.

Two things seem obvious to me: First, Commodore's policy of refusing to respond to the price-cuts of inferior machine is in danger of backfiring badly. And second, no shopping chain which takes computer selling seriously can afford to exclude the world's greatest home computer for long. For goodness sake, people, get together and work out a deal, will you?

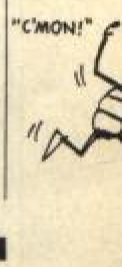
The Zzap labels

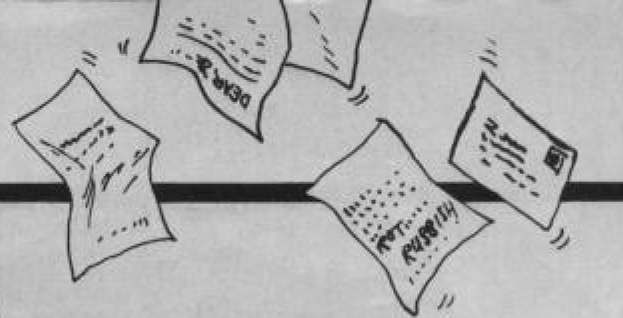
GOLD MEDAL AWARD: Our biggest rave of the month. Get it.
SIZZLER: we think it's very hot indeed – normally must score 80% or more in value for money. We reckon any Zzap sizzler is a great buy, unless you really hate that particular type of game.
TACKY: in our view, a lousy piece of software. Steer well clear.

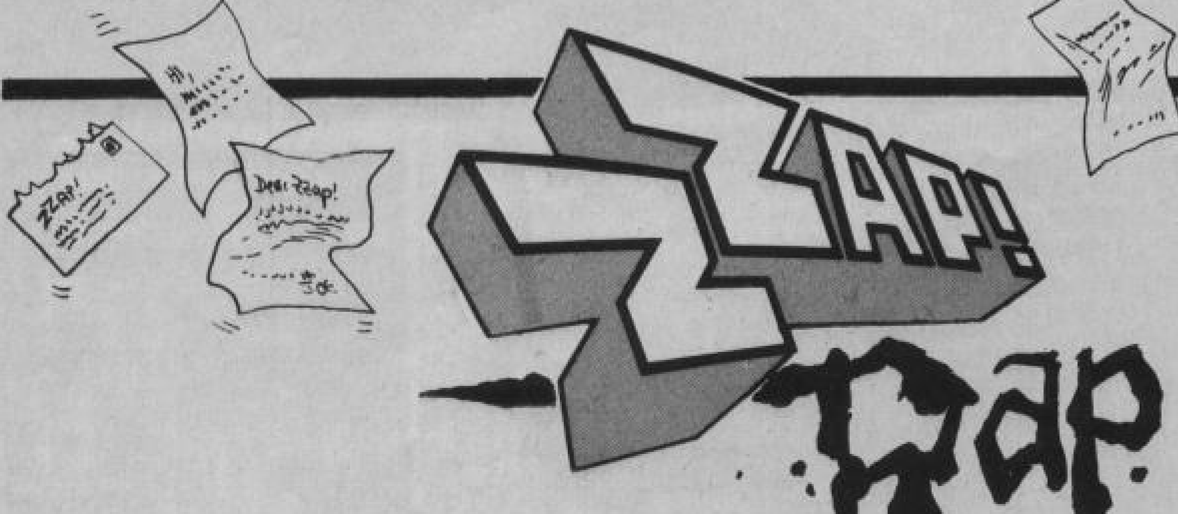
The Zzap Reviewers



BOB WADE: Zzap's 20-year-old software editor. Bought a , but then decided he wanted a machine you could have FUN on. Supports Wimbledon football club, otherwise fully sane. Loves Boulder Dash.
GARY PENN: Aged 19, born and bred in Berkhamstead, reckons to have played just about every single 64 title ever released. Loves drawing cartoons. Gets recognised walking about town.
JULIAN RIGNALL: Wasted his youth and money in the arcades instead of at school, but passed six A levels in tactics on Defender. 20-year-old former Atari owner, who's seen the light. Eats pot noodles for breakfast.







ZZAP! Rap

We can't believe the response to our first issue – and neither can the postman! We've been flooded out with letters, and they're still pouring in. Here's a selection from the first few days, including a couple which I thought were well worthy of a game from the Zzap lucky dip. Many thanks to everyone who wrote – and keep them winging in. The address is: Chris Anderson, Zzap Rap, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX.

More high scores

Dear Editor

Thanks very much for publishing a magazine like Zzap! 64. The main thing I look for in mags is the reviews and you have plenty of them. I am a proud owner of a 'you know what' and I have been waiting for a magazine like this. I have never sat and read a magazine for so long before – I usually get bored after a short time.

I would be very grateful if you could help me with *Impossible Mission*, as I can't seem to make correct passwords. Although I can collect the passwords I didn't understand the instructions of how to see if they fit together. Could you help?

May I also suggest that you enlarge your number of games for the Zzap! Challenge.

Julian Welch, Orton Addhay, Peterborough

Yes, more high scores in this issue. We're interested in scores on ANY 64 game, OK? I agree, those Impossible Mission *instructions are brain-boggling – but Gary Penn did print an explanation of them last month. You must have missed it.*

Thanks, Mastertronic!

Dear Ed,

Zzap!64 is the best bundle of paper this side of the Uranium Cluster. In other words it is 100% on all your scores. The main reason for me putting biro to paper is to complain (moan) about the high prices of today's games. Most are highly priced at £9.95 or £7.95. It takes people, well me, ages to save up to that price. The only companies who are considerate about this are Mastertronic and Firebird. These games may not be fantastic but they are at down to earth prices.

The reason for so much piracy is because no-one wants to fork out ten quid when they could copy the games. Even Tony Crowther said that games were far too expensive.

So after reading my little sob story, put away your violins and try to send me a little something.

PS. I haven't got a guinea pig, will a tortoise do?!

Steven Meyes, Blackburn, Lancs.

Tortoise?! No way.

Airwolf is fab

Dear Chris

Wacko! Brill! Fab! Excellent! Neat! Big! What else can I say about this fantastic magazine.

I was so thrilled by it I rushed home with it and filled in everything (just about) Zzap Rap, Comps the lot.

The reviews are so good, I had trouble writing this letter and reading them at the same time.

After reading your review on *Airwolf* (in the shop), I went over to my local computer shop and bought it – it is fab, nearly so good as your mag.

D M Holland, St Austell, Cornwall.

Rate the loading screen

I waited impatiently for the 11th April, and when it came I rushed out and bought Zzap! without even looking at it. I rushed home and sat down and read just about every word, which took ages, but I enjoyed every bit. It's easily the best 64 mag on the market.

I have thought of two small facts that you could include in your reviews. One is what the computer does while the game is loading. Some stick to the boring old plain blue screen, most have coloured stripes and quite a few draw pictures (why should Speccies draw them and not 64s?)

The other thing was how long the game took to load and if it is a fast loader. I feel this is very important because I was ripped off when I bought *Football Manager*. I had heard it was an excellent game, and so I paid £7.95 for it, only to find that it was mostly in Basic and took 20 minutes to load. It's quite boring watching a blue screen for 20 minutes, but now I've got Zzap to read.

By the way, I don't know if you know, but Ultimate's next game for the 64 is called *Entombed* and will be out in a month or so. I get this information by writing to Ultimate themselves. It's about time they saw some sense and gave up

Mama, what an awful review!

Dear Editor,

(1) Criticism

MAMA LLAMA REVIEW. Never have I read such a load of cobblers in my entire life. JR's comments were entirely unfair, possibly putting even 'Minter fanatics' off buying this game even though the reviewers were obviously not 'fanatics' themselves.

Being a proud fanatic myself I greatly enjoyed playing *Mama Llama* and I still enjoy playing it, with all its new features, strategic, arcade-adventure elements, and its fast and exciting gameplay. The 'Killdroid' idea may not be the reviewers' cup of tea, but after two or three games on the lowest inertia settings I found myself with great control over Llamas and Killdroid, and I am far from brilliant at most games.

As for JR and his aching eyes after several hours of play, I can think of several reasons for this:

1. He has very weak eyes.
2. He was ill at the time.
3. He had a preproduction copy, with worse colours than the copy I have.
4. He is the sort of person who turns the strobo-fx's off on Ancipital.

GP's comments were just plain stupid. Has he ever played *Revenge*? Did he play Mama Llama for more than two minutes? (Don't answer that, I know what the answer will be.)

Maybe the background is a bit 'colourful', but you don't notice that if you're looking at the right things.

Crude Blocky Graphics? CENSORED

In my view the detailed multicolour sprites of most of the nasties on *Mama Llama* are actually better than most (if not all) of the graphics on either *Revenge* or *Ancipital*.

BW's comments were nearly reasonable, but the only way he would have got a feeling of having seen it all before, is if it was his second game.

This was the only review in your first issue in which Rockford's comment was better than the comments of the three reviewers.

And the marks!!!!! Graphics 51%! No way! Originality 62%! I think it deserved a better mark for all the new features put forward. Hookability 49%! I was hooked! Value for Money 59%! Oh come on, let's hear what Chris Anderson has to say about this great game.

OTHER QUIBBLES

Please spare us more photos like the one of Chris Anderson on page 7 and the photo of Gary Penn on page 8. And are the little pictures of the reviewers on each page of reviews with speech bubbles coming from them, with their comments in them, really necessary. Couldn't you just put the comments in bold type and put the reviewers' initials after their comments? That isn't too much to ask, is it?

ROCKFORD

Could Rockford please stick to *Boulderdash* and stop spoiling



the Speccy and changed to the 64.
Gary Duncan, Sunderland, Tyne & Wear.

The vast majority of new games now have fast-loaders – we would certainly say if one DIDN'T – this would also mean a much lower presentation mark. We'd also say if we were particularly struck by a loading screen, but let's face it, the main thing is the game itself.

Speak up, Harry

Now that on the Commodore 64 we've heard the *Ghostbusters'* chant, Professor Mindbender's warning (in *Impossible Mission*), and an Arab doing the voice over in *Tales of the Arabian Nights,* surely some inspired software house will come up with the idea of a *Dirty Harry* game?!

Just think about the scope for speech in a game about the immortal, Magnum carrying, San Francisco police bard.

How about 'Go ahead, punk, make my day' or 'Did I fire six shots or only five?' ?
Andrew Clarke, Nr Atherstone, Warwickshire

Did you know there's going to be electronic speech in Ocean's new game Roland Rat.? *Yeeeeeeeeeeaaaaaaahh!!!*

an otherwise good margin.
(2) Praise

Having spoilt my chance of getting this letter published with the above criticism I will now surprise you with this statement: I LIKE THE MAGAZINE A LOT!!!

The features are interesting, especially Minter's column. The reviews are in-depth, with good ratings with percentages. The reviews are also accurate, apart from *Mama Llama* and *Frak 64.*

The tips are useful. The adventure section and competitions are enjoyable. The artwork is brilliant and Rockford is ANNOYING!!!
Phillip Merchant, Redland, Bristol.

It's great to have had at least ONE semi-critical letter – thanks, Phil. I know the Hairy One shares your opinion of our Mama Llama *review, but was big enough not to let it stop him doing his column for us.*



I HUNGER for your mag

Dear Chris,

Last Thursday I saw your magazine amongst the shelves of W H Smiths. I picked it up and started to flick through, as I had done with all the others. I had no intention to buy it. But I looked and saw pages after pages of reviews. I thought, I must get this. This is better than any other Commodore mag and I haven't even read it yet.

My hand reached in my pocket. I had £1.05 that was my money for lunch. Glumly I put the mag back. I walked out. I wanted to buy it, but no lunch! But then for once I forgot about lunch and bought this mag.

When I got home, I started to read. I was amazed – no listings, no interface ads etc. I couldn't believe it. I had the same view as you, I hate listings. They never work (as you said).

One and a half hours later I had finished Zzap! I was astounded how good it was. The two games I had which your team reviewed, my marks agreed with yours. The reviews are clear, accurate, and very good. Then my favourite part of the mag has to be Rockford – he made me laugh every time I saw him. Please keep up the amazing work. I don't think I can wait till the next issue, so hurry up please.
Agent 4124 alias Alex Cohen, Totteridge.

Anyone who goes without lunch to buy Zzap has got to be worth a free tape. It's on its way, 4124.

Family warfare dept

Dear Ed,

My pet Guinea pig is very clever, he can walk down stairs and run slowly, also he can...

You said write about my pet Guinea pig, so I did.
Dave A Tabib, Edmonton, London.
PS. Please publish, I bet my brother a fiver that you would.

I'm just hoping your brother's a Spectrum owner.

Can't stand Carl!

ARRRGH! He's here! (Gibber) We can't get rid of him. The illusive, industrious Carl Lyons! He gets everywhere! Not content with fouling the pages of PCG (I connect him directly with its demise) but now bursting forth into Zzap! 64 with his mind-numbingly boring reviews. It is my firm belief he is a video nasty which has crept from a pile of compost in CA's garden, to spread his deadly anecdotes throughout the thoroughly wholesome Zzap! 64 thus wreaking havoc to all 64 users. Please! (sob) no more!
Mark Inglis (deceased), Densbury.

He's a cool guy, Carl Lyons, don't knock him. Besides he doesn't write reviews. The mind-numbingly boring ones you're referring to were probably written by Gary Penn. Anyway, have a lucky dip program for making us smile.

The 64? It's junk!

OK you commies, so you think you're pretty smart getting your own computer magazine. So smart that you've got to slag the superior Spectrum owners all the time. Look, we all know how jealous you are of our Spectrums, which is clearly shown in your magazine. So we now suggest a solution to your problem. Why not upgrade your 64's to a more powerful machine like ZX-81 or Dragon 32?

We feel sorry for you as you have been conned into buying a pathetic excuse for a home computer. Anyone who says the 64 is a good computer either has a gun held to their head or is stupid (really stupid).

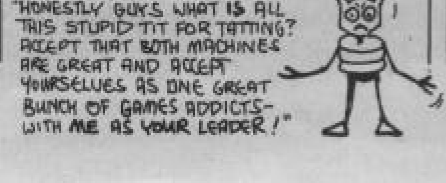
Evidence of the 64 inferiority is (1) The worst Basic in the known galaxy, (2) You have to wait 6 months for classic games to be converted to your computer, (3) Greatly overpriced for its age.

And as for the mentality of 64 owners, by looking at the commy users in our school it can't be very high (you could mistake them for wild animals).

LONG LIVE SIR CLIVE SINCLAIR!

Yours unfaithfully,
3 Spectrum owners (James, David, and Neil) Tullibody, Alloa.

Tell you what, guys, it's just as well I haven't printed your full address. Your appalling letter has won you what I see you clearly need: a piece of real, living, 64 software.



The price is wrong

Dear Sir

I have just bought your new mag. When I saw the price, I got a bit of a shock. Ach mein gott!! as the Germans say. 95p? What a rip off, I thought. But I bought it all the same. I still think that the price is totally wrong. £1.95 would be far more realistic.

By the way, did you know that Yugoslavia have started to produce software. Their first game is called DESTROY THE ENTIRE NATO FLEET IN 8 DAYS. Talk about sick!!!!!
Ford Prefect alias Agragag ,Wimbledon Village, London.

Well, it's no worse than Raid Over Moscow. *And who's 'Sir'?.*

Sycophancy time

Dear Rockford,

I see how desperate you are for fan mail so I 'm writing this bit just for you. You're brill, fab, super, amazing, outstanding and many more. I hope you feel better!
Derek Tweedie, Portsmouth, Hants.



Don't knock the Speccy!

Dear Sir,

On the letters page in the first issue you argue that Zzap!64 is NOT Kiddy. However on nearly every page you slag off the Spectrum in true 'My Dad is better than your Dad' style. I may be slightly biased being an ex-Spectrum owner, but I still feel it is very unfair and childish. After all not every one can afford a Commodore 64 and cannot enjoy being told how superior it is.

After this moan however I will get on to say that your reviews are excellent, by far the best and overall Zzap! is simply breathtakingly Mega-Kosmic.
Matthew Skidmore, Halesowen, West Midlands.

Slag off the Speccy??? Us??????

Rockford? Who's he?

Hi!

I am writing to you so I can comment on good and bad things about Zzap!64!

BAD POINTS

I think your reviews are great, but could you include an Over-



WOW! GEE! MAN! GULP! YEAH! etc

all Verdict? Also, try and cut down on missprints.(eg p9, The Angry Spot. P2021!!??)
GOOD POINTS
That little bug at the bottom of the page, always making smart comments. By the way, does he have a name? Am I his first fan? I like the amount of reviews you do and the amount of space given to readers letters and on the tips section.
I think Zzap!64 is the best!
Graeme Marshall, Dalkeith, Midlothian.
P.S. How dare you insult Scottish goalies, they are just as good, if not better than English ones!

Yes, he's called Rockford. No, you're not his first fan. As for the 'missprints', they're deliberate, don't you know, you silly old (cont on p 202.)



Review war games properly!

Dear Sir,
As a subscriber I am quite pleased with the magazine and in my opinion it gives good value compared with other publications.
My only complaint is, being an avid player of Strategy, Simulation and Wargames only, I am not interested whatever in zapping aliens; everyone to their own choice. I am somewhat disappointed in your reviews of the two wargames in the first issue, *Combat Leader* and *Battle for Normandy*, for it is obvious by their own admissions that two of your three reviewers are not interested in this type of computer game, namely JR and GP.
I appreciate their honesty, but I think it is wrong for someone with this attitude of mind and experience of the type of game to be paid to give a verdict on the software reviewed.
A D Saulter, Exmouth, Devon.

Have you seen this month's gold medal game?

Multi-comp entries

Dear Chris,
I am writing to congratulate you and the team on a superb first issue of Zzap! 64. When I read the cover of the magazine I was amazed to read that you offered 50 pages of reviews!
The setting out of the mag is also brill, offering four competitions, all of which I entered.

Continued on page 114

Dear Zzap! 64,
Wow! Fantastic! Stands-back-in-amazement! What a magazine! Zzap! 64 has got everything I ever wanted in a magazine! The reviews are outstanding, the layout is perfect, with the main review surrounded by personal remarks from Julian, Gary and Bob, who are the best, most professional games players I have ever come across. The photos of the games are crystal clear (well almost! – except for pages 116 and 49, but that didn't matter as those two games weren't too brilliant.). The marking system is the best I've seen.
The illustrations by Oliver Frey are fabulous and really add to the enjoyment of reading. Talking of illustrations, I really liked the Rockford character, in the margins and his amusing comments. He was great and I hope he's in the second and further issues.
One of the other important contributors to the magazine, are the competitions and special offers, which are excellent and challenging. I've entered all of them but it's cost me a bomb in postage! Talking of challenging things, the new Zzap! Challenge look very promising, but I've a long way to go to beat any of your scores!
Jeff (Yak the Hairy) Minter's page is great and is just as entertaining and informative as Llamasoft's 'Nature of the Beast' newsletters.
The Tips column is the most informative I've seen for a long time, especially the Karnath Map, which is far better detailed and informative than another map featured in a lesser magazine. I'll be sending my tips to you soon but I'm content in carrying out the ones you feature already.
The new software chart being formed, sounds very promising, much better than the so called compiled-shop-to-shop charts. I have already sent in my votes. The adventure pages by the White Wizard are really great and very helpful.
So far I've had several 'Crash' readers other magazine readers swarming round me when I got Zzap!64 out of my school bag at break at school. Three or four of them were so jealous they said: 'Oh, it's awful (or words to that effect!), just all writing.' But ten minutes later, they came back trying to get a look in.
I'm one of those few 64 owners who only buy originals of the games, so your reviews, previews, news and charts will help me a great deal in selecting only the best software as £8 a game is a lot. Well done on a great mag.
Steven Medcraft, Ralleigh, Essex.

Have I got this right – you liked the first issue?

Dear Chris,(or his secretary, or whoever else is reading this)
First, let me apologise for the paper, but it's all I had, and I simply could not wait to write to you about your sizzling, zenzational, zeductive, zuberb mega-magazine, Zzap! 64...It's pretty good!
Of course, the hairiest thing about it is the amazing number of incredibly in-depth reviews. To tell you the truth, when I saw Zzap! on the shelf of my newsagent for the first time, with the unbelievable claim of '50 pages of reviews', I almost fell flat on my back, knocking over the 'Pick'n'mix' counter in the process. (By the way, thanks, to the old lady who saved me – and about 20 pounds of toffees, fudges and strawberry supremes – but I doubt if she'll see this). Anyway, the claim WAS true, so I bought the (THE?) mag and, as the Hairy One might say, was 'totally zzapped into the cosmic era, complete with funky vibes and fluffy bits' (or something like that, in any case.)
Anyway, to get back to the reviews, you, and your team have an excellent system, giving fair and precise ratings on the most crucial subjects in software.
Now, I'd like to give you my opinion of Zzap! 64 in the method you use to judge software. (It is, as I'm sure you realise, fair and unbiased, and yes, I did stay up most of the night testing the magazine out.)
PRESENTATION: 98% very colourful, plenty of screen shots. Good, full reviews.
ORIGINALITY: 90% Combines the best parts of other 64 magazines, but adds that little something special!
GRAPHICS: 95% Er...well, good drawings of BW, JR and GP...mmm...Rockford looks good!
HOOKABILITY: 99% Grabs you in the ...neck immediately. Stands out from the rest on the mag shelves.
SOUND: 96% Sounds like it's going to be a 'sizzler' itself!
LASTABILITY: 97% It's here to stay, and you'll get withdrawal symptoms if you miss it just once.
VALUE FOR MONEY: 93% If you're reading this in a newsagent and haven't bought it yet – what are you waiting for!?! Great value!
Brian Don, Milngavie, Glasgow.

Dear Editor
I think that Zzap!64 is Excellent! Fantastic! Absolutely Brilliant!. Before Zzap I was roaming my newsagents looking for a magazine just for the 64. But to my horror, I couldn't find one. I was very angry, the magazine I got every month was Computer & Video Games that had only an average of three 64 reviews. The reviews are very short and wrong in many cases. But one day when I went into my newsagents to buy some sweets, I saw up there on the far shelf, a magazine with the number 64 printed on it. I jumped for joy and grabbed it off the shelf. I had a peek at it and thought 'Just the kind of mag I've been looking for, for months.' I bought it, and when I got home I was so pleased with the quality of the reviews, I decided to write the Editor a letter, and here it is.
Cem Akbay, Bromley, Kent.

And here's the reply!

Dear Zzap!64,
I've just rushed out and bought your magazine. (They're selling like hot cakes in Holyhead).
All my friends agree that the magazine is brilliant and that the reviews are good, I hope that you can keep to this high standard which puts other magazines like C&VG to shame. By the way kindly review Black Thunder and Gryphon, and Everyone's a Wally.
Here's a joke for Zzap.
Q. What's small, black and rubbery and wears tartan trousers?
A. Rupert the Spectrum.
Bad wasn't it! and I warn you, if I don't get a free tape there'll be more.
Arwel Owen, Holyhead, N.Wales.

Looks like you'll have to send us some more.







Welcome to Blabgor, home of Gribbly Grobbly, one of a race of peaceful creatures who have developed their brain to such an extent that they can move around entirely by thought power alone, their intelligence – or Psi – being stored in their Psi banks which must be topped up regularly.

The hills around them are infested with more primitive creatures who are out to attack and carry off the younger Blabgorians, known as Gribblets.

In this exotic world the Gribblets lead a carefree life and can be found playing behind rocks, over the lakes and on mystical floating islands. Can you herd the threatened Gribblets to the safety of the cave? Trying to stop you is Seon, a wayward Blabgorian, who is now imprisoned in the skies behind the energy web. But for how long?

Played over 16 colourful and titled screens, each 30 times the on screen display this highly original game incorporates detailed graphics, smooth all direction multispeed scrolling, stunning sound effects and is controlled entirely by joystick for quick response. You'll see how well you're doing by Gribbly's expressions – too many frowns means that you need more practice!

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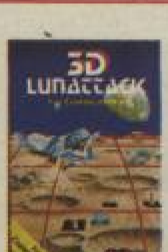
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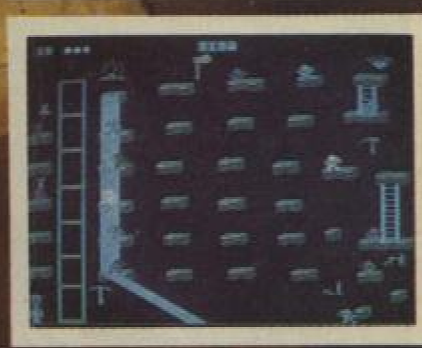
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Bounty Bob Strikes Back features 25 of the greatest platform screens ever produced including: Grain Elevators, Super Energy Food Bars, Gravity Lifts, Acid Rain, Suction Tubes, Hydraulic Lifts, Mobile Suction Units, Transporters, Cannons, Utility Hoists, Pulverisers, Moving Weirdos, Mutant Organisms, Treats, the greatest High Score Factory in computer history and much, much more!

Special features include:
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Coming soon on: Amstrad, BBC and Spectrum.

This is what they said about Miner 2049er...

'**Miner 2049er** emerged as the unequalled popular choice among Arkie (like Oscars) voters. Going strictly by the popular vote it would have, or come close to, copping no fewer than **three** 'Game of the Year' Arcade Awards.

'The Arcade Awards Judging Committee having heard the voice of the gaming nation, recommended that a new award be created this year and given to Miner 2049er. It therefore gives us great pleasure to announce the institution of the 1984 Grand Arcade Award for the Best Electronic Game of the Year.'

Editors of Electronic Games

'Last year **Miner 2049er** won a landslide victory as Electronic Game of the Year. Now this delightful multi-screen climbing and jumping game has ascended the next rung on the ladder of fame in the same high style by coasting to a triumph in the Hall of Fame voting. **Miner 2049er** has historical significance as well as intrinsic value. It was the first electronic game designed for the home market which could be played on almost every videogame and computer system. The multi-publisher licensing made Miner the first home game to acquire a hobby-wide reputation on a par with leading games found in the family amusement centres. Bounty Bob Lives.'

Electronic Games Hall of Fame

"When I saw the result – Miner 2049er – I said "Let me take it to everybody in the world." The response has been amazing. We collected the biggest advance orders ever.'

Barry Friedman –
International Computer Group U.S.A.

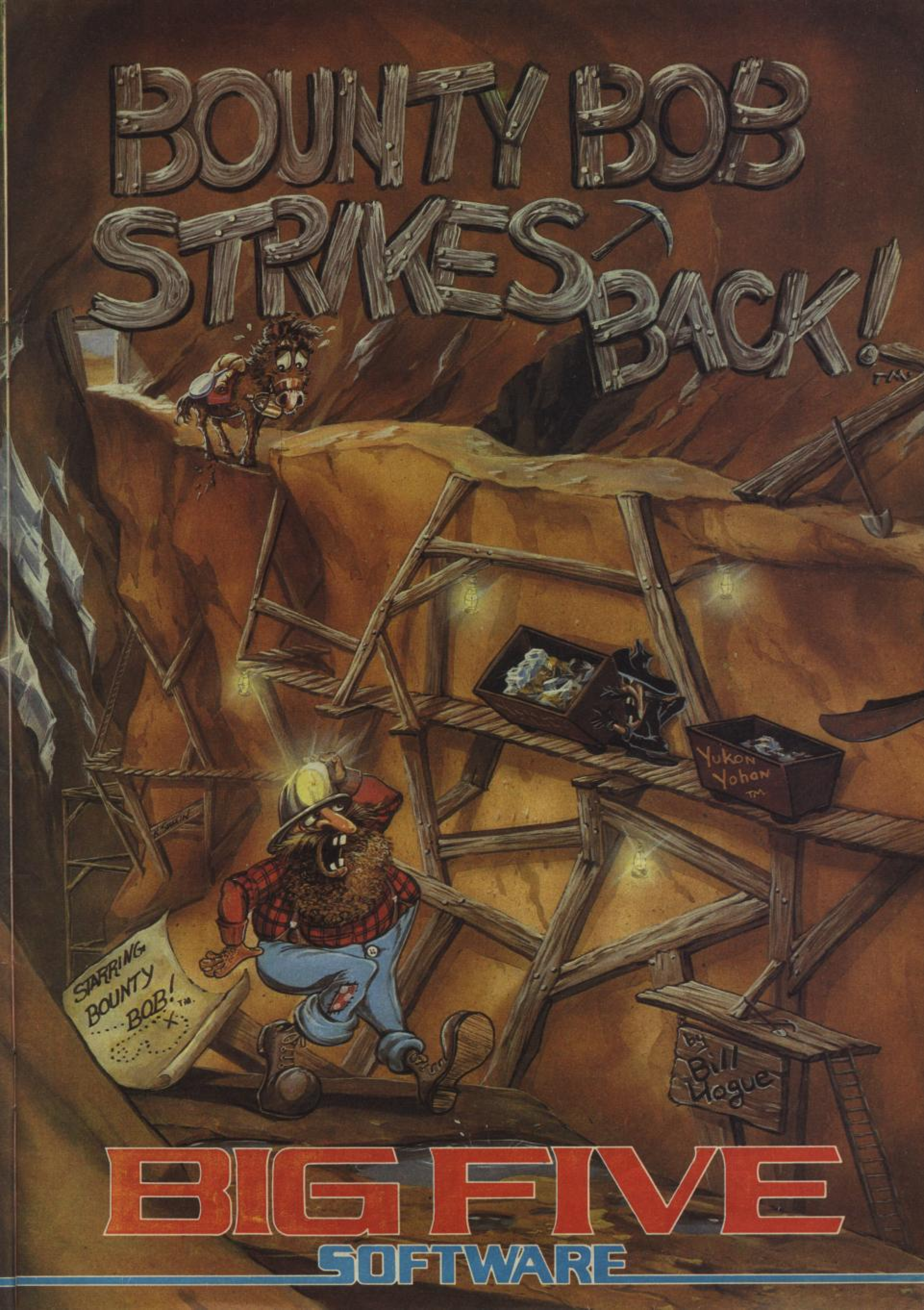
Bounty Bob will leave them speechless!

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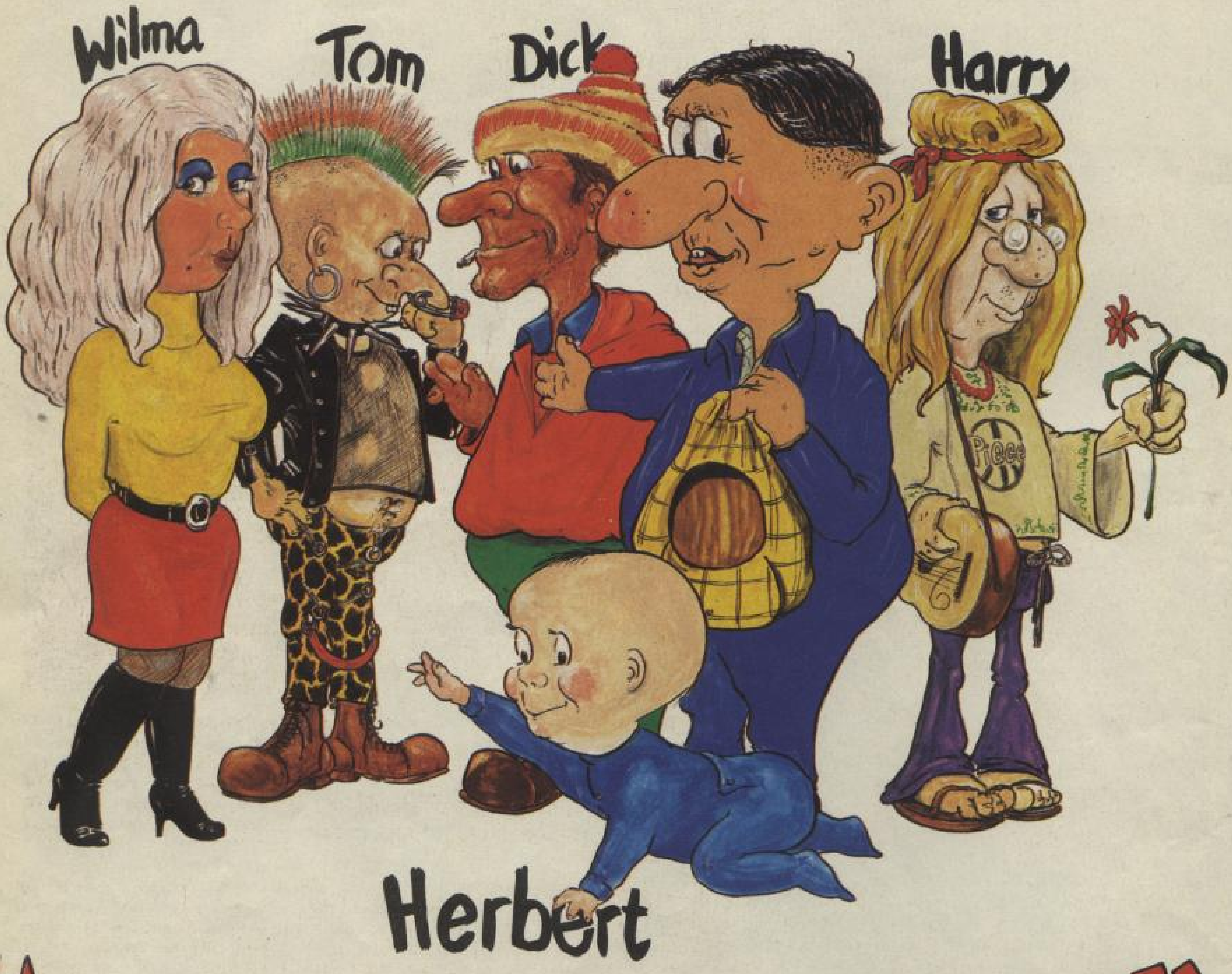
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CHALLENGE





● This 18-year-old is tough, fast, cunning and dangerous. But not enough. The evil Zzap champ got the better of him in a three-game thriller. Farewell Andrew Clarke. Rest in peace.

SCALPED!

Rotten Rignall slays the Warwicks challenger

Terrible news, games-players, terrible, woeful news. Despite my most careful efforts, my cunning, dastardly plans, the appalling Zzap upstart Julian Rignall is still Britain's 64 games-playing champion.

I had hoped for different. I, the Scorelord, the greatest games authority in the universe, had hoped to have him overthrown. Ever since the first issue of the Zzap journal hit the streets, I had been scouring the sacks of mail delivered to my command module in search of a suitable challenger.

In the person of Andrew Clarke, from Atherstone town in the planet of Warwickshire, I thought I had found him. Here was a joystick handler of class. Impressive high scores on Raid Over Moscow and Spy v Spy. The supplier of expert playing tips on both these games and also on Bruce Lee. Surely he could defeat the rancid Rignall.

A brilliant idea occurred to me. Let us hold the challenge not on just one game, but on three?! Surely, by choosing games young Clarke was proficient at, and two of which were, I knew, fairly unfamiliar to Rignall, I could ensure that the champion was disposed of.

Alas, dear games-player, I can hardly bring myself to recount what followed. But tell it I must. Read it carefully. Absorb the details. And LEARN. Discover the champion's weaknesses, the chinks in his armour. He can, he MUST be beaten soon...

THE FIRST BLOW: Raid Over Moscow

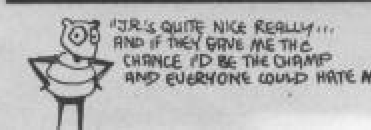
This politically controversial, graphically exciting game from US Gold provides the first part of the contest. It features the American response to a Soviet nuclear strike against US cities – the idea is to try to take out the three launch sites followed by a nuclear reactor in the Kremlin.

● As the players settle down two launches are made from sites on a map of the northern hemisphere and as the time to impact starts to tick down both players swing into action. They each have nine fighter craft in an orbiting space station and their first problem is to get FIVE planes out. They need five because in the next stage there are terrific opportunities for high scoring at the end of which you are awarded with up to four more planes. Thus the tactic is to deliberately crash three or (but this is risky) four planes at the end of high-scoring bombing runs and reclaim them all with the fifth.

● Both players successfully launch five craft and guide one to the first Soviet launch site on the map. The screen changes to a scrolling view a *Zaxxon* type landscape where missiles, tanks, buildings and installations are blasted while trying to avoid crashing into various obstacles.

● Clarke successfully makes four attack runs, crashing three planes before moving onto the next stage. The champion, fresh from a rushed training course by Zzap *Raid* expert Gary Penn, is taking more risks though and deliberately crashes four planes. Then – HA! – he accidentally crashes the fifth and has to return to the hangar for another, losing valuable time. My hopes rise dramatically! His excellent score of 50,100 masks the dire trouble that he is now in.

● Things are going from bad to worse for Rignall as he crashes his sixth plane on the



ZZAP! CHALLENGE

Zaxxon stage and then another trying to get out of the hangar! The champion is sweating hard now, with only two planes left and very little time before the missiles impact on New York. The seconds tick away and the Big Apple is rocked to the Core by a massive explosion. The champion is rocked by the 50,000 lost points leaving him on 3,500 and in deep trouble. I can hardly contain my glee!!!

● Clarke meanwhile is tackling the next stage on his first launch site. These are the five missile-launching silos on screen: the main one when blown up will destroy the missiles in flight. The silos, at the top of the screen, have slits in them through which to shoot and the players usually eliminate the four minor silos and then continually blast a fighter plane which appears at the left hand edge of the screen to build up the score. With 20-30 seconds left to impact of the missiles they go for the main silo slit and destroy the whole launch site.

● Clarke successfully takes out the silos and blasts many a fighter plane and then eliminates the launch site, taking his score to 49,700. He's now well ahead but has no idea of the trouble the champion is in (except for the odd expletive). I fear he is still feeling the pressure.

● The champ, who still has all three sites to take out only two planes left! He only launches one in response to a new missile strike but crashes – he has only 13,100 on the score! Only one plane left!! I chortle quietly. Rignall sweats. It's now or never as he emerges from the hangar and heads for the site. Dodging, weaving and blasting, the blood pounding through his temples, he makes his progress. He's still alive. My heart sinks. SICKNESS! He makes it to the silos and with an enormous, nauseating sigh of relief reclaims a buffer of four new planes.

● Unaware of this drama, the challenger makes his own mistakes on the second launch site and crashes one plane in the hangar. His score suffers a further dent as accidentally he gets his first plane through to the silos and misses out on three valuable point scoring runs. WALLY! Oh why did I select this incompetent?! A score of 80,000 still looks good at this stage though. I am not without hope.

● Clarke is well ahead of Rignall and tackles the next stage, the KREMLIN, as the champ begins his third launch site attack. The approach to the Kremlin is the same as the one to the launch sites and once there, the Kremlin appears on screen. It is guarded on either side by guards on high walls and a tank in front of it. You are equipped with a single shot bazooka and have to take out all eight soldiers and the tank (who reappear after a time). You also have to shoot five doors at the front of the building, one of which hides the reactor room.

● The challenger loses one life on the approach and as he takes out the guards, tank, doors and Kremlin towers he loses another three to their rifle fire. The screen finally falls quiet and in the hush he moves into the reactor room.

● The challenger dispatches both robots with consummate ease and collects a hefty bonus as his remaining pilots escape the exploding reactor. With an impressive score of 231,900 he sits back and waits for the champion to finish.

● Rignall, now totally wrapped up in the action, crashes the standard four planes on the runup to his third launch site. With repeated shooting of the plane at the silos he achieves 151,000 as the site blows up.

● With his ships total restored to nine the evil, cunning champ goes for broke on the approach to Moscow. Although unaware of the challenger's final score he risks everything on building up enough points with repeated runs at the approach. He crashes plane after plane as his score counter rattles away. My heart pounds. Surely he's risking too much. But no, disaster! He successfully takes his ninth and last pilot to the Kremlin.

● Here death comes quickly with a bullet through the chest but Rignall's gamble has paid off. A score of 259,400, his personal highest, had secured victory!! My only hope was that he had paid a high price in nerves and stamina.

THE DEATH-BLOW: Bruce Lee



The deciding game is filled with tension, both players fearing the others' ability. Rignall, I fear, is an old hand at this game, but Clarke has pushed him close so far and could produce an upset.

● The game has you in the role of Bruce Lee, martial arts master, who must penetrate the

THE COMEBACK: Spy v Spy



● The players plead for a respite and in my usual compassionate and merciful way, I refuse and force them to go straight into a game of *Spy vs Spy*. This remarkable game features the black and white cartoon spies from 'Mad' magazine who are always trying to outwit each other. They are trapped in an embassy and have to find a briefcase, passport, money, key and secret plans in order to escape.

The game has a split screen display showing the room in which each spy is in. They have a time limit in which to complete the task and although one can play against the computer I knew Rignall was proficient in this mode, so I pitted the two in direct combat with each other.

● The keys to the game are in the fighting technique when both spies are in the same room and the setting of booby traps for the other player to run into. Dying and setting booby traps costs time and the first player to run out will leave the other with a clear field.

● I start the game on level eight – there are 72 rooms. As the search begins Rignall and Clarke start in the same room and in two furious exchanges they waggle the joysticks about. This controls the sticks the spies are carrying and in both cases I am delighted to see Rignall receive heavy beatings and time losses.

● With a good lead established, Clarke races off round the rooms searching furniture and setting booby traps. He quickly finds the money and key while Rignall, ho ho, is busy finding more trouble in the form of a booby trap. Splat!

● Clarke has planted a bucket of water over a closed door and as Rignall charges through it, he is soaked to the skin and electrified. Ouch! If he'd had an umbrella he'd have been all right but before he goes looking for one he runs into yet another bucket. Ha! Clarke's spy has tears of laughter in his eyes as Rignall falls further behind on time.

● Rignall isn't satisfied with his performance and engages Clarke in another couple of hand-to-hand fights. Clarke dies laughing as Rignall dies twice. Undaunted, the champion walks into a room where a time bomb promptly explodes. Boom! Boom!

● To get his own back Rignall attaches a gun to a closed door which will fire when the door is opened. A minute later the fool returns to the room and sets off his own trap. Clarke's spy can hardly stand up for laughing so much. I feel the colour returning to my cheeks.

● Clarke has the game won on time and decides not to move while Rignall shows his mean, nasty streak. In a frantic pre-death spasm of activity, he leaves as many booby traps as possible to stop Clarke finishing the game. As Rignall finally runs out of time and loses the game, he smiles an evil smile at the mass of hazards he has left behind.

● With five minutes still left Clarke makes a valiant effort to escape. After a minute he has the briefcase with three items and a real chance of success. Attempting to deal with traps though is difficult. He gets rid of a gun and string trap with the scissors and a bucket with the brolly, but the sheer number of traps thwarts his efforts. He finally succumbs to a bucketed door and his time runs out.

fortress of the Wizard and destroy him to gain wealth and immortality. To do this you have to get through 19 screens by collecting magic lanterns, opening secret doors and following complicated routes. My contest was to see who could reach the end of level one first and destroy the wizard.

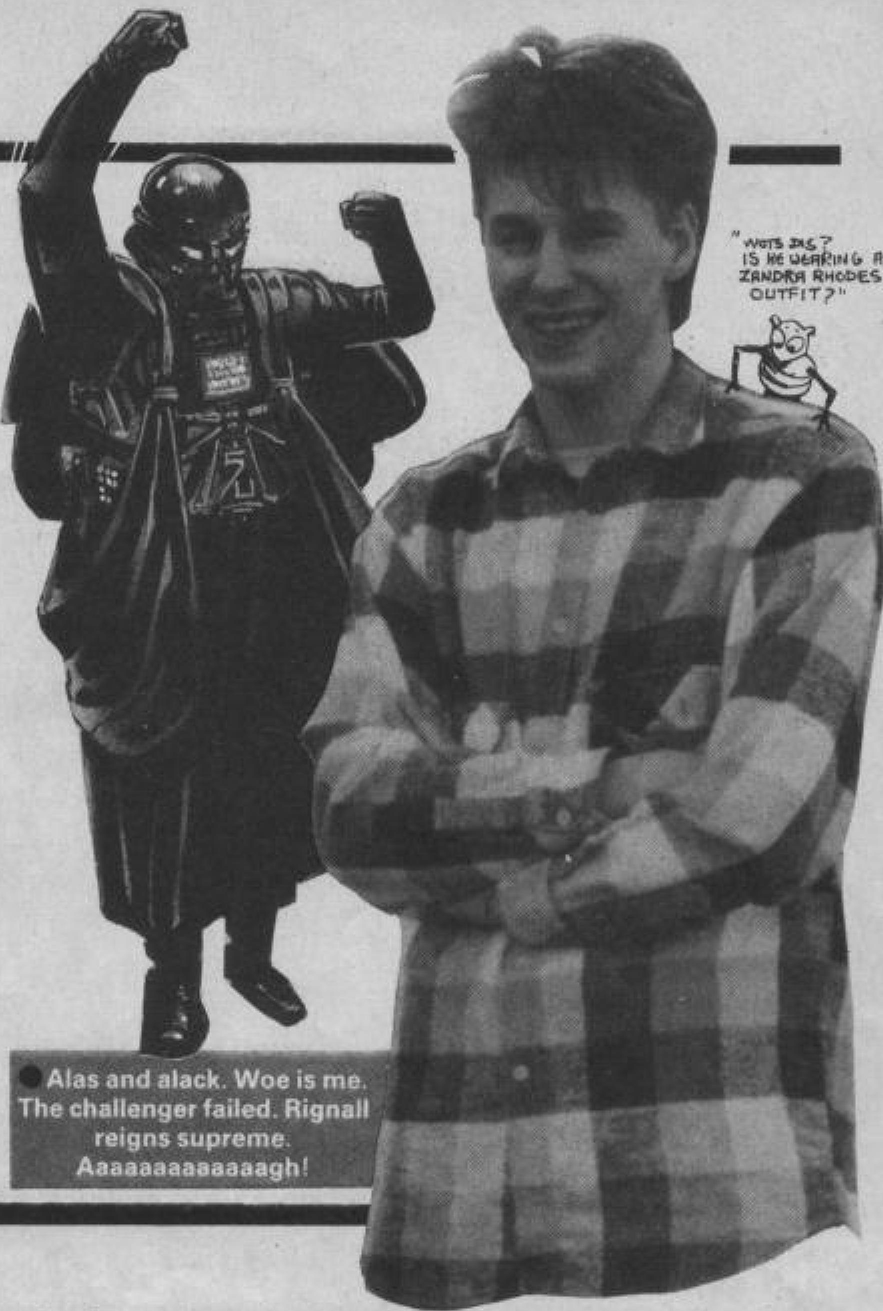
● Alas, it is obvious from the start who is most familiar with the game as Rignall leaps his way gracefully along collecting lanterns. Clarke is having more problems with the two other nasty features of the game, Yamo and the Ninja. These vicious adversaries assault you with karate blows and weapons and you have to defend yourself by chopping, kicking, ducking and jumping. Rignall was hardly encountering them at the speed he was moving though and Clarke also left them in his wake.

● Clarke's problems grow with some of the other obstacles in the game, running into a laser on screen four and wasting time on the light particles on screen five. My heart sinks.

● Rignall's sickening progress continues and at half way he is two or three screens ahead. By the time Clarke has reached screen ten Rignall is nearing the finish and Clarke's fatal fall onto some spikes seems to seal the contest.

● As Clarke deals with screen 12 the noise of the wizard going up in smoke breaks the tension and Clarke's shoulders sag, a beaten man. I choke back a sob of pain. Rignall had finished with 55,625 points and six lives. Three minutes later Clarke's game reflects his feelings and crashes with the score on 70,250 with two lives left.

● There it was. Defeat for Clarke by two games to one. He was a brave challenger, and to console him I give him copies of Activision's *Decathlon* and Elite's *Airwolf*. But next month, don't you worry, I shall find someone of greater metal, to destroy the insufferable JR. Ah, revenge will be sweet.



● Alas and alack. Woe is me. The challenger failed. Rignall reigns supreme. Aaaaaaaaaaaaagh!

How to enter your challenge

1. State games and scores clearly on the form provided (or a close copy). You can give fewer than four games if you wish.
2. State level achieved at the end of each game, either the wave number (if possible), rating or some indication of how far you went into the game along with the time taken to complete the game.
3. In the space provided write further details about the game which might help to confirm your score. If it's an arcade adventure then write the percentage and if it has a time limit or bonus then state how long was left and what bonus was awarded. Other details include things like the game crashing because of the high-score achieved or whether the game resets at a certain point. Any other relevant details will be useful.
5. Post your entry to: Zzap Challenge, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX.

Yes, I'm ready to challenge the Zzap champion on the following games.
Game.. **Score**.................... **Level reached**................... **Time taken**......................
Other details.. ....

Game.. **Score**.................... **Level reached**................... **Time taken**......................
Other details.. ....

Game.. **Score**.................... **Level reached**................... **Time taken**......................
Other details.. ....

Game.. **Score**.................... **Level reached**................... **Time taken**......................
Other details.. ....

I promise these scores are genuine. Signed ....
Name..
Address ....
Post code..........................
Telephone number (if poss)..........................



The Scorelord speaks



I am pleased at the response to my pleas in the last issue. Promise is shown among the ranks of potential heroes, and I'm sure someone will soon be able to conquer the Champion. One thing the Scorelord notices with interest is the lack of female response. Will male domination on computer games be supreme or are there some plucky, game playing females out there with high scores?

Two things have angered the Scorelord this month. Firstly the lack of sycophancy from his troops. Where is my fan mail? In my infinite wisdom, I have made vast gaming knowledge available to you. So where is the praise I so richly deserve?

Secondly, along with the hordes of honest recruits to the highscore tables I have witnessed *lies*: Paul Broadway of Andover, Hants claims to have had 252,600 points on *Pole Position*. Never! I know the scoring potential on that game. 130,000 is closer to the maximum points attainable. I also doubt a claim from M Chuda, Sudbury of 29,959 on *Impossible Mission*. Details were lacking and the scorelord *needs details*. I am made angry *very* easily and future dishonest troops will be *serverely reprimanded*. I have spoken.

SCORELORD'S SUPERSCORERS

GHOSTBUSTERS (starting on 10,000)
41,000 James Bonnet, Eastbourne
37,400 Damian Drabble, Beighton, Sheffield,
37,000 Darren Casker, Bargoed, Mid Glamorgan,
37,000 Martin Wild, Rochdale,

IMPOSSIBLE MISSION (CBS)
25,600 D J Roberts, Stevenage, Herts
25,157 B Knight, Slough, Berks
23,755 Joseph Gibney, Islington, London

RAID OVER MOSCOW (US Gold)
320,500 Darren Casker, Bargoed, Mid Glamorgan,
266,000 Bob Wade, Zzap!
259,400 Julian Rignall, Zzap!

BRUCE LEE (US Gold)
3,212,000 Andrew Thomas, Haverfordwest, Dyfed,
2,193,000 Julian Rignall, Zzap!

POLE POSITION (US Gold)
129,650 Julian Rignall, Zzap!
117,300 Terry Bailey, Pencuick, Midlothian,
112,050 Matthew Barrat, Bedford,

PASTFINDER (Activision)
93,010 Alan Ireland, Currie, Midlothian,
52,950 Julian Rignall, Zzap!

BOULDERDASH (Statesoft)
47,848 Paul Broadway, Andover, Hants,
25,411 Terry Bailey, Pencuick, Midlothian,

GUARDIAN (Alligata)
795,350 Julian Rignall, Zzap!
255,200 Carl Lyons, Huddersfield.

QUO VADIS (The Edge)
1,019,400 Dirk Lee, Andover, Hants.
167,150 Mark Flowerdew, Playstreet Ryde, Isle of Wight.

SKRAMBLE (Rabbit)
204,000 Carl lyons, Huddersfield.

SPY vs SPY (Beyond)
9972 Sam Doust, London.
9972 Gary Penn, Zzap!

SON OF BLAGGER (Alligata)
98,000 Dirk Lee, Andover, Hants.

TALES OF ARABIAN NIGHTS (Interceptor)
26,275 Mark Flowerdew, Playstreet Ryde, Isle of Wight.

TAPPER (US Gold)
133,125 David Carter, Yeovil, Somerset.

1985 (Mastertronic)
2,685 David Wheeler, Ilford, Essex.

PITFALL II (Activision)
139,100 Graeme Mottram, Boston, Lincs.

BUCK ROGERS (US Gold)
565,600 Julian Rignall, Zzap!
352,600 David Carter, Yeovil, Somerset,
148,000 Graeme Mottram, Boston, Lincs,

ZAXXON (US Gold)
198,500 Julian Rignall, Zzap!
175,700 Terry Bailey, Pencuick, Midlothian,
114,500 David Carter, Yeovil, Somerset,

UP 'N' DOWN (US Gold)
85,270 (Round 5) Bob Wade, Zzap!
82,900 (Round 5) David Carter, Yeovil, Somerset,

BLACK THUNDER (Quicksilva)
31,250 David Wheeler, Ilford, Essex.

CADCAM WARRIOR (Taskset)
1,181 Sam Doust, London.

FALCON PATROL (Virgin)
8875 Benji Dale, Loughbrough, Leics.
5475 David Clarke, Atherstone, Warwickshire.

H.E.R.O. (Activision)
174,456 David Barnett, St Annes On Sea, Lancs.
120,450 Gary Penn, Zzap!

ENCOUNTER (Novagen)
213,140 Graeme Mottram, Boston Lincs.

ANCIPITAL (Llamasoft)
10,101,000 Gary Penn, Zzap!

SPY HUNTER (US Gold)
596,225 Julian Rignall, Zzap!

SEASIDE SPECIAL (Taskset)
749,500 Julian Rignall, Zzap!

TOY BIZARRE (Activision)
87,590 Gary Penn, Zzap!

MAMA LLAMA (Llamasoft)
898,924 (CF158) Phil Merchant, Bristol
763,600 Gary Penn, Zzap!

STAR WARS (Parker)
1,150,666 Julian Rignall, Zzap!

RAID ON BUNGELING BAY (Ariolasoft)
85,500 (6 factories) Bob Wade, Zzap!

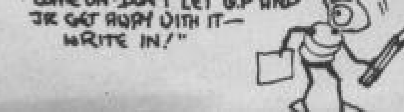
RIVER RAID (Activision)
256,750 Julian Rignall, Zzap!

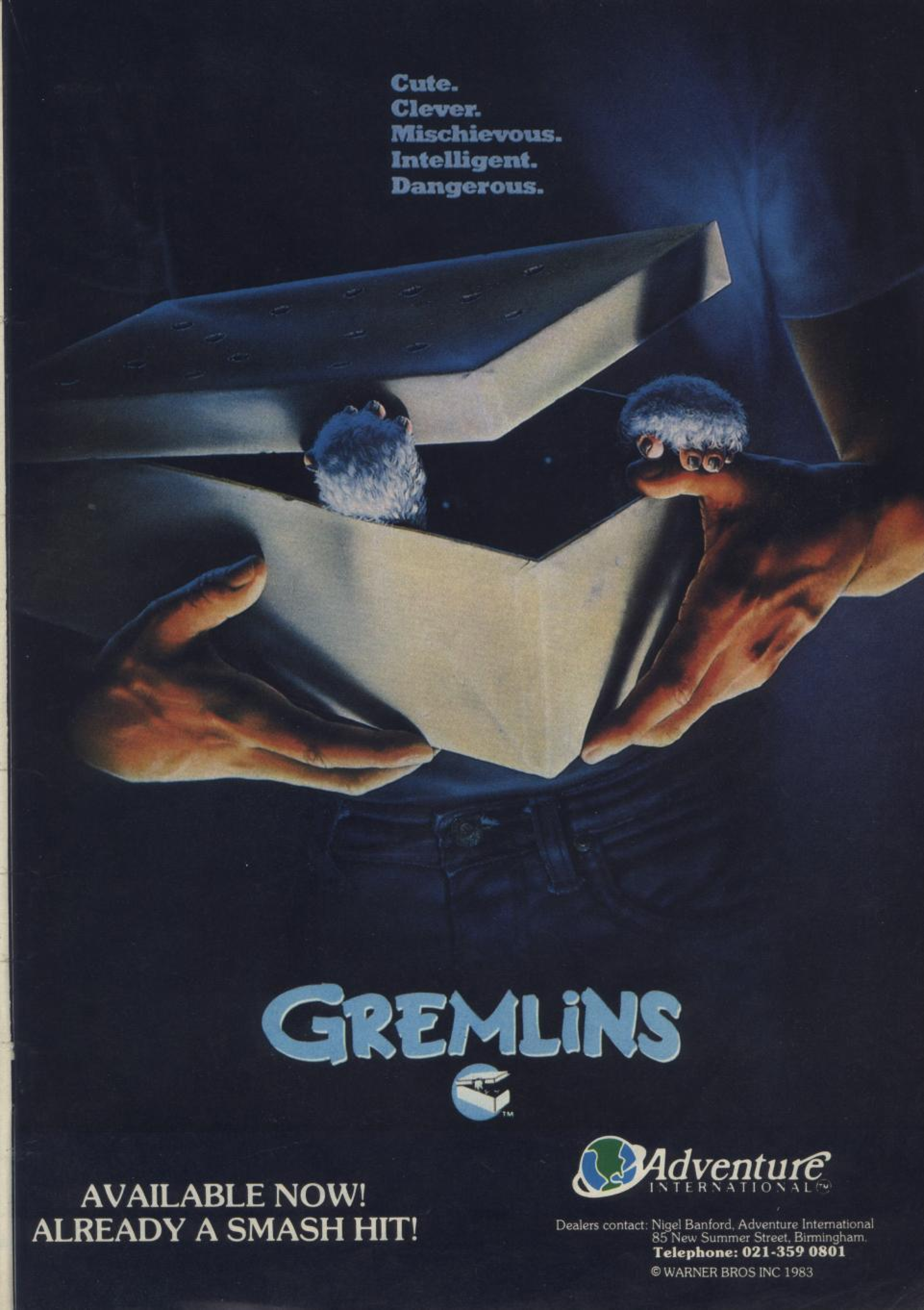
GALAXY (Anirog)
126,000 Graeme McKenzie, Dunbar, East Lothian.

BEACH HEAD (US Gold)
291,400 Stephen Kelso, Corbridge, Northumberland.

MATRIX (Llamasoft)
74,182 Stephen Kelso, Corridge, Northumberland.

SKRAMBLE (Anirog)
85,965 Graeme McKenzie, Dunbar, East Lothian.




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JUNE



THEATRE EUROPE

PSS, £9.95 cass, £12.95 disk, joystick and keys

- **Remarkable new simulation of east/west conflict**
- **Conventional warfare, nuclear and chemical strikes**
- **Authentic and chilling atmosphere, absorbing action**

Cold, grim nuclear reality. That's what this game is about. This new approach to a war game brings home the horrors of a global nuclear holocaust. Here though it's up to you to stop it from happening.

Although this is essentially a war game it uses a series of different screen types to depict the action in an atmospheric, nail-biting way — and there are also a couple of actual arcade action screens.

The game starts with an absolutely magnificent and appropriate piece of music - the Lennon/McCartney song 'Give Peace a Chance'. This, coupled with a pledge in the instructions that the game is dedicated to peace, give it a superbly sober atmosphere from the start.

You then have several selections to make:

- one of three levels against the computer.
- whether you want to command the NATO forces or the Warsaw Pact.
- whether you want to include the arcade sequences.

Next you will be presented with a detailed map of Europe and western Russia (including Moscow). The map shows mountain ranges, capital cities, country borders and all the armed forces of both sides.

First you have the option to MOVE your units. Simply place your box-like cursor over the desired unit, press fire button and then move the cursor to where you'd like the unit to move to. You can only move one character space at a time and the unit will move as soon as you press the fire button again.

Next comes ATTACK. This has exactly the same sort of control as moving, this time positioning the cursor over the enemy unit you'd like to attack. Once a unit is sent into battle it cannot be halted until your turn is over.

When all attacking forces are in operation you can FIGHT. If you have selected the action screen mode then you can choose which battle you'd like to take part in. You are then engaged in an arcade-type shoot-em-up. If you've decided to leave the action screens out then the battle will be decided on merits of air superiority, supplies and armament.

After the battle, you can REBUILD your units with somewhat scant supplies. Firstly you are given a quantity of armament supplies — these can be issued to the more desperate forces by positioning the cursor over the unit and pressing fire a certain number of times according to how many supplies you want sent. As with every type of supply you must plan carefully your rebuilding schedule: once a supply is sent it cannot be reclaimed.

The next batch of supplies to come in are the air support. These are used to rebuild your units in similar fashion to the armament. Again they are very limited and have to be used wisely.

Once rebuiding has finished you move onto the AIR phase. This is to determine how you're going to use your air command during the next go. You have spare aircraft which you can access, but which will run out if you use too much. There are several options which you can allocate these to, some essential and some tactical.

Essential options are air power (the most important), counter air strikes and recon-



naissance. Other options include interdiction, assault breakers, deep strike and iron snake.

COUNTER AIR STRIKES are attacks on enemy airfields and bases, this will all help in the overall battle for air superiority.

INTERDICTION is sending planes behind enemy lines to attack the enemy supply and movement network. It has a minor risk of setting off a nuclear strike.

The other three are are respectively an attack on one particular unit (high success rate), a strike into enemy territory and an attack on railways to disable enemy reinforcements.

Finally you have the option to use a SPECIAL MISSION, basically setting off a strategic chemical or nuclear launch (*see separate box*).

After your go it's the computer turn and it'll take its go in exactly the same way as you. This time, though, it'll fire any special missions at the beginning of its move.

JR

The computer's three skill levels.

There are three computer levels, each with its own characteristics. Each new level plays an increasing standard of conventional warfare plus more underhand tactics.

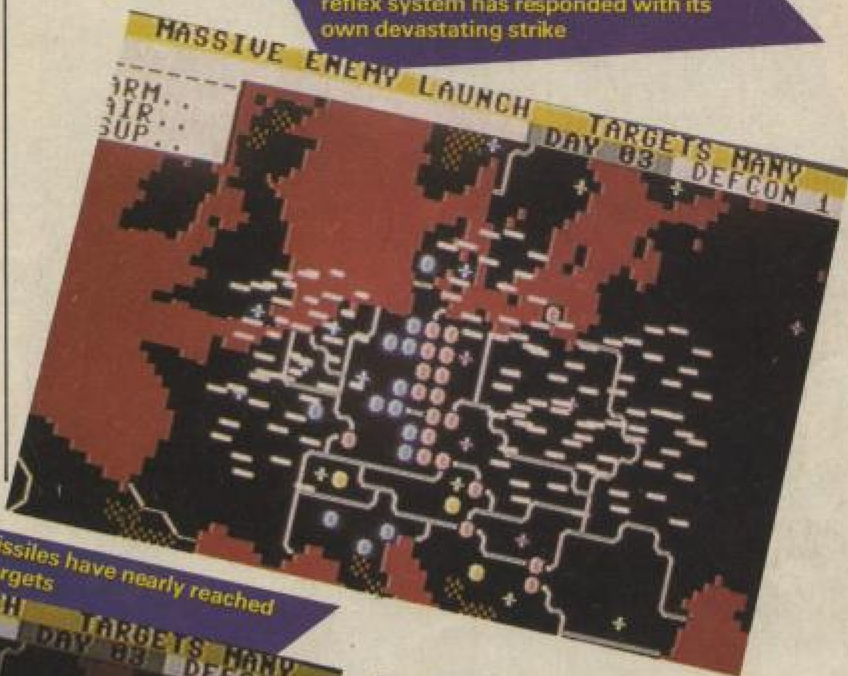
On level one the computer will play a totally conventional war game and unless provoked will not use the nuclear or chemical option.

On levels two and three the computer will use nuclear and chemical options to prevent you winning the game. Especially level three which plays a highly intelligent and unpredictable game. Nuclear escalations on this level are usually enormous. YOU HAVE BEEN WARNED.

With levels two and three there are some new options which don't exist on the first level. Usage of tactical chemical weapons in standard warfare is allowed. This gives an attacking unit far greater effectiveness. Once used, it is in constant use throughout the game.

If you are commanding the Warsaw pact then on the high levels, special units are made available to you. These are the 1st Airborne Army and the 1st Amphibious Army. The former can be flown directly behind enemy lines whilst the latter can move over the sea to a tactical attack point.

A massive enemy launch of nuclear weapons is under way and your reflex system has responded with its own devastating strike

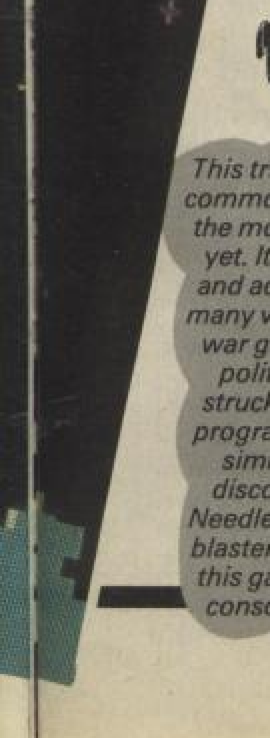


The missiles have nearly reached their targets





The nuclear missiles are about to strike a city



Defence condition 5 means that nuclear war is unlikely at this stage

Number of days since conflict began

Cursor that controls the units



This triumph of gaming and common sense should prove the most popular war game yet. It has the atmosphere and action appeal to attract many who may have disliked war games up to now. The political angle has been struck just right so that the program presents a realistic simulation that actively discourages nuclear war. Needless to say the mindless blasters should steer clear of this game because it's got a conscience. Everyone else will love it.



The total destruction of the city, leaving only rubble and an evil nuclear mushroom cloud

STARTING A NUCLEAR WAR

The most controversial part of the program involves the use of chemical and nuclear weapons. You are given the option of selecting these 'special missions' at the end of each turn.

A CHEMICAL LAUNCH is automatically targeted on an enemy supply city. A special readout will give you the de tails and expected results. It will also tell you the results of the attack. Using this mission carries the risk of an enemy nuclear response.

A STRATEGIC NUCLEAR ATTACK involves some nail-biting and tense moments. When you first switch to nuclear mode you are given 30 seconds to ring a phone number and obtain a special authorisation code. This is a real number, 0203 668405, contactable 24 hours a day.

If you enter the correct code number (it's always the same) then you are allowed direct control over all targeting and warheads. There are three separate settings:

- Standby, which you revert to if you decide against a launch.
- Strategic launch, in which a single nuclear strike can be targeted on an enemy city or unit (see below). Enemy reaction will be severe.
- Fire-Plan, a full-scale strike. This should NEVER be used. Retaliation is extreme beyond measure.

Targeting a single nuclear or chemical launch is alarmingly simple. You are given control of a cursor which you can position over the desired target. Press fire and the rest is done automatically.

When under enemy nuclear attack, a launch will be detected and a large Impact Predictor cursor will precede the target cursor. If you have an option called 'reflex system' switched on, your forces will automatically launch a strike of similar size. There is nothing you can do but watch the targets destroyed in a chilling sequence of graphic screens.

As you play this game, it becomes increasingly clear that the war cannot be won with nuclear weapons. Only lost.



The atmosphere generated by this excellent game is incredible, and virtually unrivalled by anything else available on the 64. Using the unpleasant and horrific subject of nuclear war, for the purpose of a game, may appear distasteful to some. But on playing it will be seen that, as in real life, the use of nuclear weapons for the purpose of winning a war, is a futile one and gains nothing.

I was amazed: me, a war games hater loving a war game. It must be special and it is. The combination of the most tense and atmospheric screens yet seen on the 64 with a simple to use, yet complex war game is stunning. Although the game is controversial it in fact makes clear the horrors of a nuclear conflict. The graphic details of the outcome of a nuclear war in Europe was a far cry from the 'blast the Commies' tone of other games.



The arcade screens

At the start of the game there is an option: choose whether you'd like action screens or not. (Serious wargamers should not take this option).

When you attack or are under attack you are asked to select a battle. Move the cursor over the desired unit and a picture of a plain with mountains in the background will be presented on screen with planes, helicopters and tanks moving about.

A target cursor is under your control in *Missile Command* **style** and you use this to destroy the enemy.

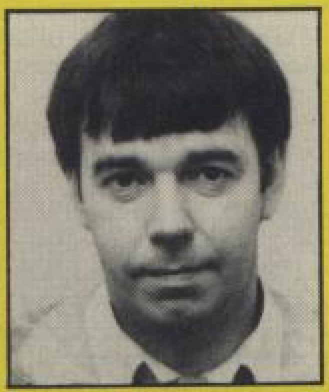
The tanks which trundle up and down the road in the foreground are your forces. Be careful not to hit them as they fire at the planes too and can bring them down.

How well you do on this screen — ie. how many tanks and planes you destroy with how many missiles — plays a major part in the game. Your performance is taken into consideration as a strength factor deciding the fate of your forces elsewhere. So if you do badly in this phase then expect severe losses all round.

PRESENTATION	96%	The large package has an excellent instruction booklet, glossy map.
ORIGINALITY	84%	Certainly not just another war game.
GRAPHICS	71%	Certainly better than most war games!
HOOKABILITY	96%	Be careful. The effect this game can have on you is alarming.
SOUND	89%	Effective noises plus one of the best pieces of micro music ever.
LASTABILITY	95%	All three levels are very different, and you can play either side.
VALUE FOR MONEY	94%	If you're strong enough to grapple with the alarming game concept, you'll find this one very, very special indeed.

Why the figures were fiddled

Developing *Theatre Europe* gave experienced war games programmer Alan Steele one of the frights of his life. It happened as the game reached completion. He and the rest of the PSS team had done extensive research into the relative strengths of the NATO and Warsaw Pact forces, including contacts with the Ministry of Defence and the Soviet embassy in London.



With the information, they programmed in the figures and then let the computer play itself to see what happened. The result was chilling. Every time the communist forces scored an overwhelming victory, leaving Nato with the stark option of using nuclear weapons, or allowing West Germany to fall.

Alan says the experience had a big impact on him. 'For a long time I'd wanted to write a war game based on the current situation in Europe to see what would happen. I didn't start out with any axe to grind, we just took the program and put in the most reliable information we could get. I find the result very disturbing — after all it's NATO's avowed policy to go nuclear if its conventional forces cannot hold back the Warsaw pact forces in a future war.'

The superiority of the Warsaw Pact was so great that PSS have actually had to fiddle the figures in the version of the program that's been released. Otherwise, they say, it wouldn't make a reasonable game — the same side would always win.

Alan himself strongly hopes that his program will encourage people to work for peace. 'I think it's a crying shame that there are so many problems in the world and all we can do is sit back and build nuclear weapons because we mistrust each other.'



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ON-COURT TENNIS

Activision, £10.99 cass, £19.99 disk, joystick only.

- **Exciting tennis simulation with authentic 'feel'**
- **Directed serves, lobs, smashes, drop-shots, angled volleys**



There are already two tennis games for the 64 for this superb new Activision title to compete with: the extremely difficult *Wimbledon 64* and, more significantly, the excellent *Matchpoint* from Psion.

Screen presentation in the new release is quite different to *Matchpoint*. The men are a lot larger and chunkier and the court is viewed from a lower angle. The whole of the court isn't constantly in view, so it scrolls slightly if a ball goes near

Wonderfully easy game to get into bringing rapid enjoyment and great addictiveness. The lack of movement control may frustrate some players but it lets you have more variety in the type of shots you can play. The smash in particular is great. The players' movement is occasionally a bit crude but this isn't very noticeable because of the flowing manner in which the computer moves you around the court. The size of the sprites and the way the picture scrolls more than make up for this.



Timing your shots

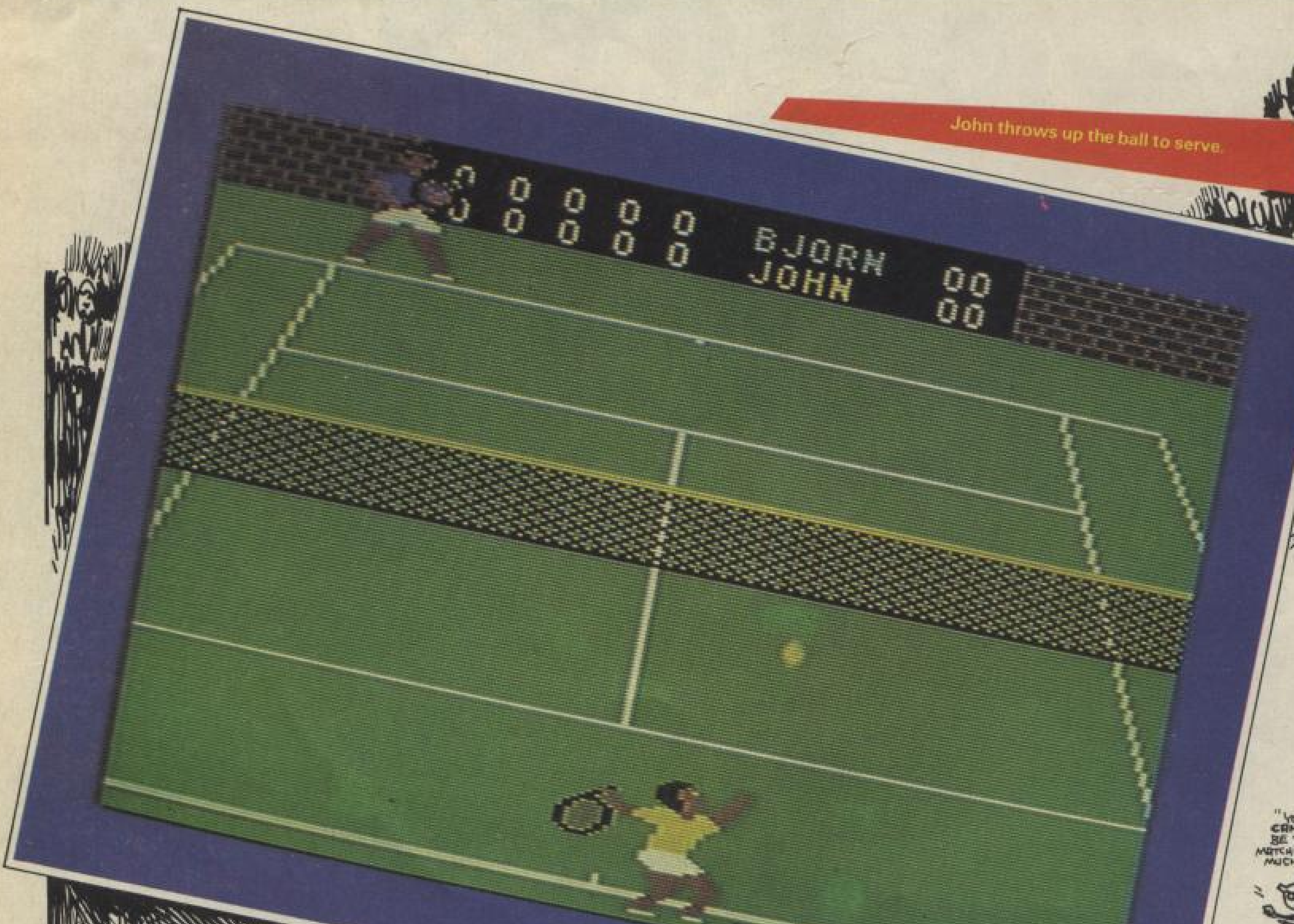
The key to *On-court Tennis* is timing. You have to allow for the significant amount of time it takes for your player to take his backswing and then play the shot.

When you first play the game you're likely to miss every ball, (and also serve piles of double faults.) But once your mind slips into the rhythm of the game, you not only make contact every time, you also start using the timing to DIRECT your shots and make winning plays.

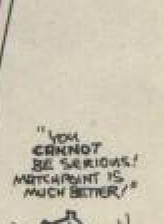
Try this, for example. Serve wide to the left of the left hand court, drawing your opponent out to the sidelines to make his return. If you're playing on grass, and your player is 'John' he will now almost certainly move to the net for a volley. If you delay the shot for a fraction of a second, the racquet swings late, and the ball angles gloriously into the open right court.

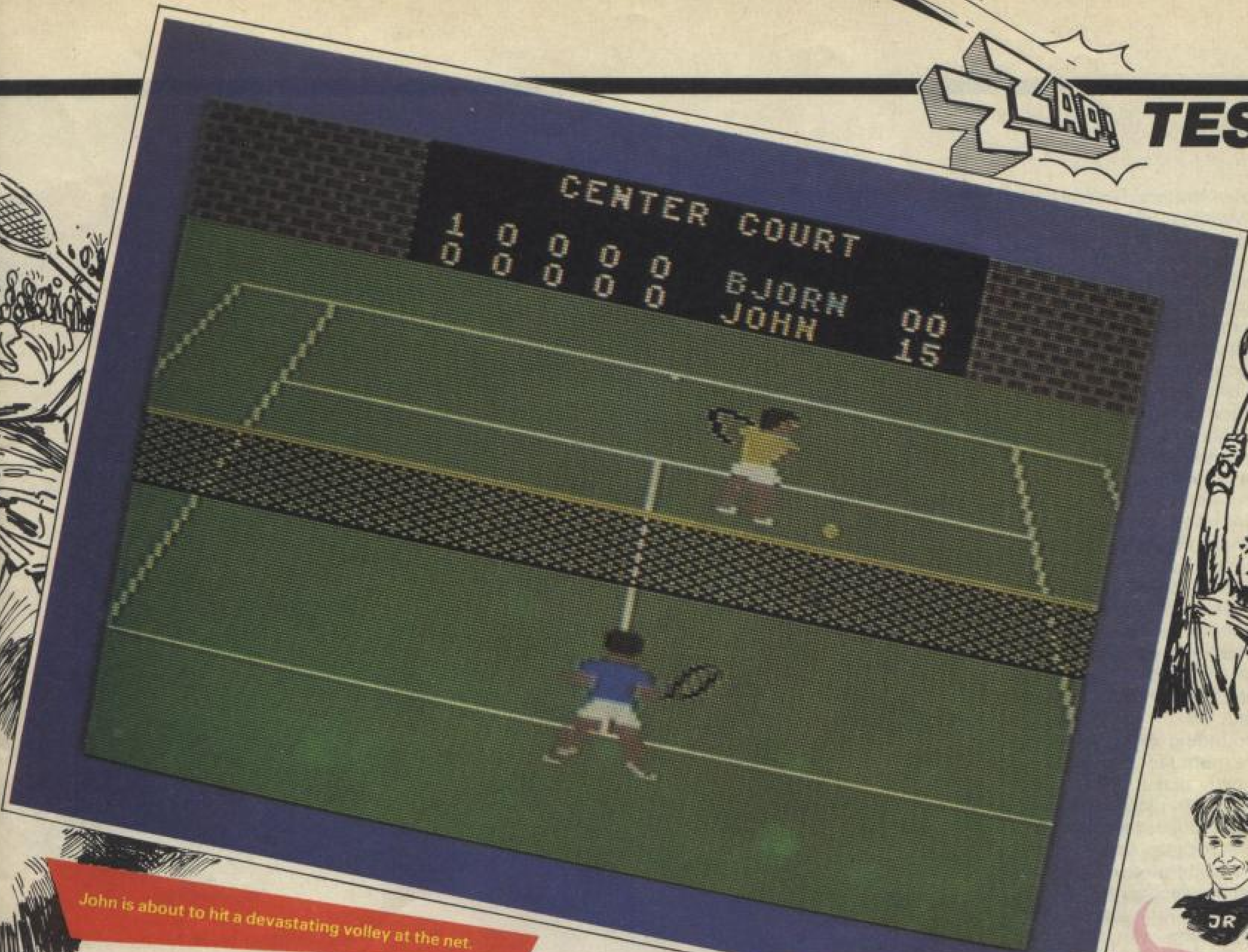
Once you've got properly into the swing of things, the timing gives the game a superbly authentic feel. Hit a smash too late and it rockets into the net, swing early on the serve and the ball will be long. Get it right and POW, what a shot!

Look out for some electrifying rallies with both players at the net. To avoid being passed you have to act only a fraction of a second after the computer's played its shot. Just like the real thing.



John throws up the ball to serve.





John is about to hit a devastating volley at the net.

the edge of the playing area.

Gone are the crowds (although they can be heard) along with the ballboys, umpire and touch judges. This doesn't really detract from the game but it gives it a rather lonelier feel.

Activision's tennis also has a different approach to the play: priority is on the different type of ball to play rather than running about after it. The computer will automatically move your player toward the ball - you simply decide which sort of shot to play and when to play it.

The disadvantage of this is that you have little control over whether to stay at the back of the court or move to the net. The advantage is that you can get a lot more variety in the type of shots you play.

In normal play, the different joystick directions and the fire button give you five main options which are flat shot, topspin, lob, slice and drop shot. This gives plenty of scope for tactics. For example, if you're standing at the net with your opponent back, a drop shot will probably be a winning play. But if you play one from your own back court, chances are it won't clear the net.

If your opponent lobs you, you automatically enter 'smash mode', and use the joystick to direct the shot in one of five directions. The smash into the corner, leaving the computer player stranded is one of the game's most satisfying moments. It looks very authentic too.

Similar control is used to serve. Your man will automatically throw the ball into the air and it is up to you to time his racquet to hit the ball correctly in one of three directions. Pressing fire will give you greater speed but makes it harder to time the hit.

There are three types of surfaces to play on: clay, grass or a hard court, grass being fast and clay slow. There are also four men to choose from called John, Jimmy, Ivan and Bjorn. Who could they be? They all have different styles of play which are suited to different courts and matches.

You have a one or two player option and can play either a one set warm-up or best of three or five sets. The computer opponent is very good and has 'floating intelligence': the more you improve the better he gets.

One minor bad point is that a player always serves from the nearest court to you and players change ends after every service. This is contrary to the rules of tennis!

JR

Graphically, this game has some excellent touches like the ball increasing in size as it's thrown or hit high, and the McEnroe like grimaces the players make after playing a winning (or losing) shot. The players' serves are superbly animated, but they look a little silly walking down the court. Sound is good, with great ball and racquet noises, plus a jingle when you win a game. But the crowd sounds feeble. This is certainly a great tennis game, although overall I think Matchpoint *still offers more challenging play.*



This proves to be an easier game to get into than the great Matchpoint, *as the computer does all the running, and you only have to time the shot. But although this offers a good deal of scope for varied play, I would prefer to have fuller control over the player. The animation quality of the impressively large, effeminate sprites is marred by occasional puppet-like actions whilst running. Even so, the game has a pleasing atmosphere and a really good feel to it.*

PRESENTATION
81% Clear instructions and four opponents to choose from.

GRAPHICS
69% Large, but chunky players on scrolling court. Amusing touches.

SOUND
66% Good racquet and ball noises and a title tune.

ORIGINALITY
38% Preceeded by two other tennis games.

HOOKABILITY
88% Automatic player movement helps you get into it. Great tennis feel.

LASTABILITY
85% As you improve, so does the computer opponent!

VALUE FOR MONEY
80% Unfortunately —3 more than Matchpoint, but still a terrific simulation.

M.U.L.E.

Ariolasoft, £11.95 cass, £14.95 disk, joystick only

● **Sophisticated trading game for up to four players**

The initials stand for Multiple Use Labour Element, but the creatures they refer to look very similar to the animals we know and love. Put simply this is a trading game where mules produce goods for you and you try to make as much money as possible by selling them. It is also one of the few computer games for FOUR different players, although the computer can control up to three of them, if you're on your own.

The game is set on the planet Irata (Atari backwards - ho ho ho), where the four characters, which you can choose from eight aliens, try to develop its resources. A spaceship lands you in the only town with each player having a small amount of money and goods, depending on which character he has chosen.

Surrounding the town are a river, a number of mountains and mostly plains. This area is broken up into plots of land and at the start of each turn a cursor moves across the screen allowing you to pick a plot. You can only get one plot per turn on the beginner's game and you will be in competition with the other players for them.

Having selected your plot you can go and buy a mule in the town and outfit it. There are three resources which can be tapped: smithore, energy and food. Once outfitted to get one of these goods you can install the mule on your plot where it will produce units of the good at the end of the turn. Its success will depend on its location, food going best near the river, energy in the solar rich plains and smithore in the mountains.

If you've got any time left you can go and gamble in the pub (you never lose), or go Wampus hunting in the mountains (bet you can't catch one). Once all four players are finished a random event may occur like a planetquake, acid rain, pest



I found this to be an excellent trading game. The complexities of pricing and the need for swift action make it more absorbing than most. The graphic action also adds variety and the characters and mules are well animated. Although it won't appeal to all gamers it should interest a wide range of people giving you plenty to do in a well presented program.



The comprehensive instructions and helpful hints make it easy to get in to this game. The combination of frenetic auctioneering and strategical development make it difficult to get out. The simple, but representative graphics and the boppy, catchy tune all added to the fun. Recommended to both novice and skilled traders alike.

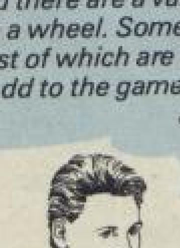


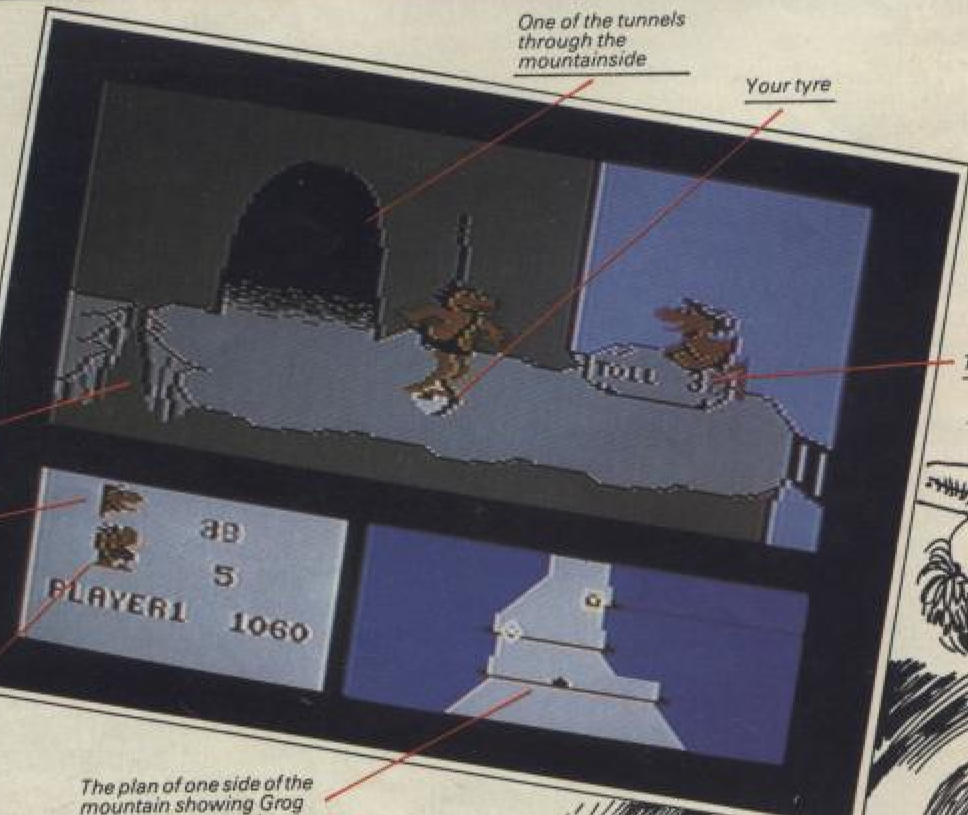
Advanced mule marketing

Once you've mastered the beginner's game you can move onto the standard and tournament games which introduce new features and are both run over 12 months. The standard game has land auctions for random individual plots and also the ability to sell plots. You will also find that mules run into short supply and vary in price, and you have more control over the auctions being able to sell below your critical level of supply and charge enormous prices for goods in short supply.

The tournament game introduces a new commodity, crystite, which sells for high prices but is vulnerable to pirates and not always easy to find. It also has collusion whereby two players can transact a private deal without the general interference of an auction free-for-all. This can be used for lots of dirty dealing against any dominant player.

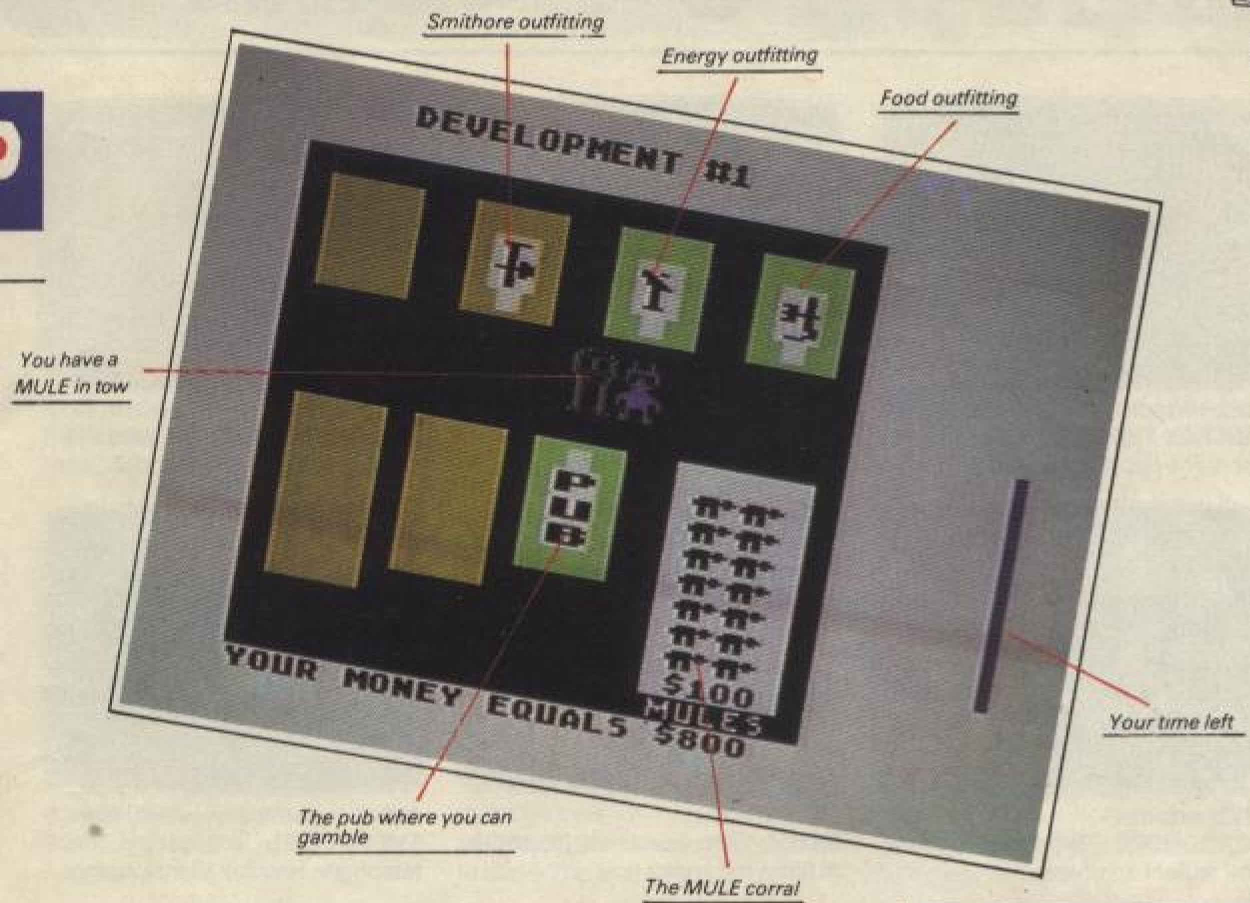
The problem with BC's Quest for Tires *was that each of the stages was too easy, and interest waned quickly.* Grog's Revenge *on the other hand, has less screens and is harder but has a much longer lasting interest. The graphics are better (the Tiredactyl is great) and there are a variety of amusing ways to lose a wheel. Some great little sound effects, most of which are unusual and imaginative, all add to the game's humourous and lasting appeal.*







After the exhausting task of rescuing his loved one in *BC's Quest for Tires*, the stone-age cartoon hero Thor is out and about again, this time to find the meaning of life. It is said to be found atop an ancient mountain, the last in a range of



attack or pirate raid which can dent your productivity.

The mules now get on with producing and you may get the occasional bonus or bad news scroll across the screen. You take the fruits of their labour to the store where you can trade them with other players or the store itself. Each turn you will need certain amounts of energy, food and of course money to keep your mules producing.

You may have shortages or surpluses of goods so you can buy some and sell others. This is done on an interesting auction screen where sellers at the top and buyers at the bottom move towards each other so as to meet at a mutually acceptable price. If no one is trading, the store itself may be able to sell you goods. You cannot sell below a critical level which are your essential supplies.

After trading has finished you are shown the financial state of each player and the colony's overall situation, before returning to the land screen where you can choose another plot. The beginner's game lasts for six months at which point the ship returns to check on the colony's progress and award the title of first founder to the player of greatest worth.

BW



A really funky bop tune paves the way into an involved and boring game. Unimpressed by the graphics I played the game in hope of excitement. I found little. Apart from a few breaks (complete with funky bop) and trying to sell products there was nothing to keep me interested.

PRESENTATION	91%	Delightfully illustrated instruction booklet.
ORIGINALITY	64%	A trading game but in a bright new format.
GRAPHICS	44%	Not many graphics but what there are are well animated and fun.
HOOKABILITY	72%	Not too simple and economics may put some off.
SOUND	62%	Funky tune plus effects during game.
LASTABILITY	86%	Three different games and so much to do. Great for four players!
VALUE FOR MONEY	81%	The best pure trading game we've seen.

GROG'S REVENGE

US Gold/Sierra on Line, £9.95 cass, £14.95 disk, joystick only

● **Thor returns for more enjoyable cartoon action**

five. A network of caves run through the very mountains themselves, and a long and winding track runs around them.

Linking each of the mountains are toll bridges that Thor must cross, getting him a step nearer to his goal. This is where his problems start....

On screen, the mountains are shown one at a time on a small radar in the bottom right. On this radar are shown all cave entrances, a symbol representing Thor and one of Grog. The part of the mountain Thor is currently on is shown on the top half of the screen in reasonable graphical detail. It scrolls left to right, depending on the direction he's going in. The scrolling is smooth, but does get a little jerky at a higher speed.

To cross a toll bridge Thor must pay the exorbitant sum of 100 clams to a waiting toll-man. Luckily the mountains have a plentiful supply of clams lying around, and in case you've never seen a clam on a mountain, you should know that these are lesser spotted craggy peak clams.

The clams are to be found on

How to lose a life

When you're a stone-age guy riding round a hostile mountainside, it's awfully easy to lose your unicycle. You can:

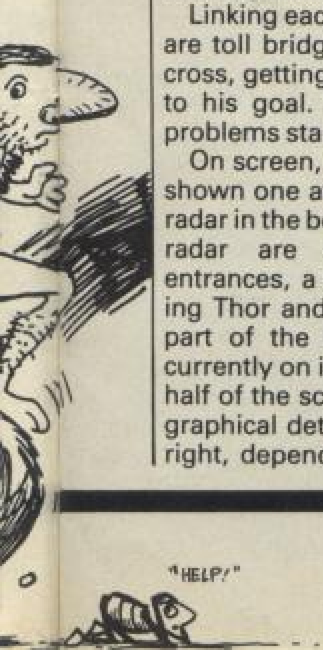
- Hit a pothole or a rock. OUCH!
- Ride too close to the mountain wall. SPLAT!
- Slip off the edge of the mountain path. AAAAAAAGH!
- Blunder into a falling stalactite inside one of the dimly lit caves. CRASH!
- Have your tire gobbled by the massive, green, loathsome Tire-dactyl which inhabits the higher levels. SCRUNCH!

All these deaths are depicted in hilarious cartoon style. But Thor's main problem is in the form of a sort of time limit. The Mighty GROG is pounding his way down the mountainside, collecting clams as he goes and hungry for revenge.

He is represented as a white diamond on the radar, and you'll soon know if he appears on your level from the ominous tune that echoes forth. Should you ever see Grog's nose appear at the edge of the screen then you know all is lost. Thor is unceremoniously pulled off screen, and Grog makes a sudden and noisy entrance.



Hilarious cartoon fun lies in BC II's cassette box. Brilliant graphics and animation with some of the most hysterical death routines since Cliff Hanger along with fitting sound will grab you instantly. Lasting appeal, like its predecessor is rather dubious although a greater challenge is presented with this one.





SUPER PIPELINE II

Taskset, £9.95 cass, joystick or keyboard

- **Superlative follow up with arcade quality graphics**
- **16 pipelines, two helpmates, hilarious intermissions**

At first glance it seems as if this isn't any different from its predecessor. On playing the game though, you soon notice, and feel, that it is.

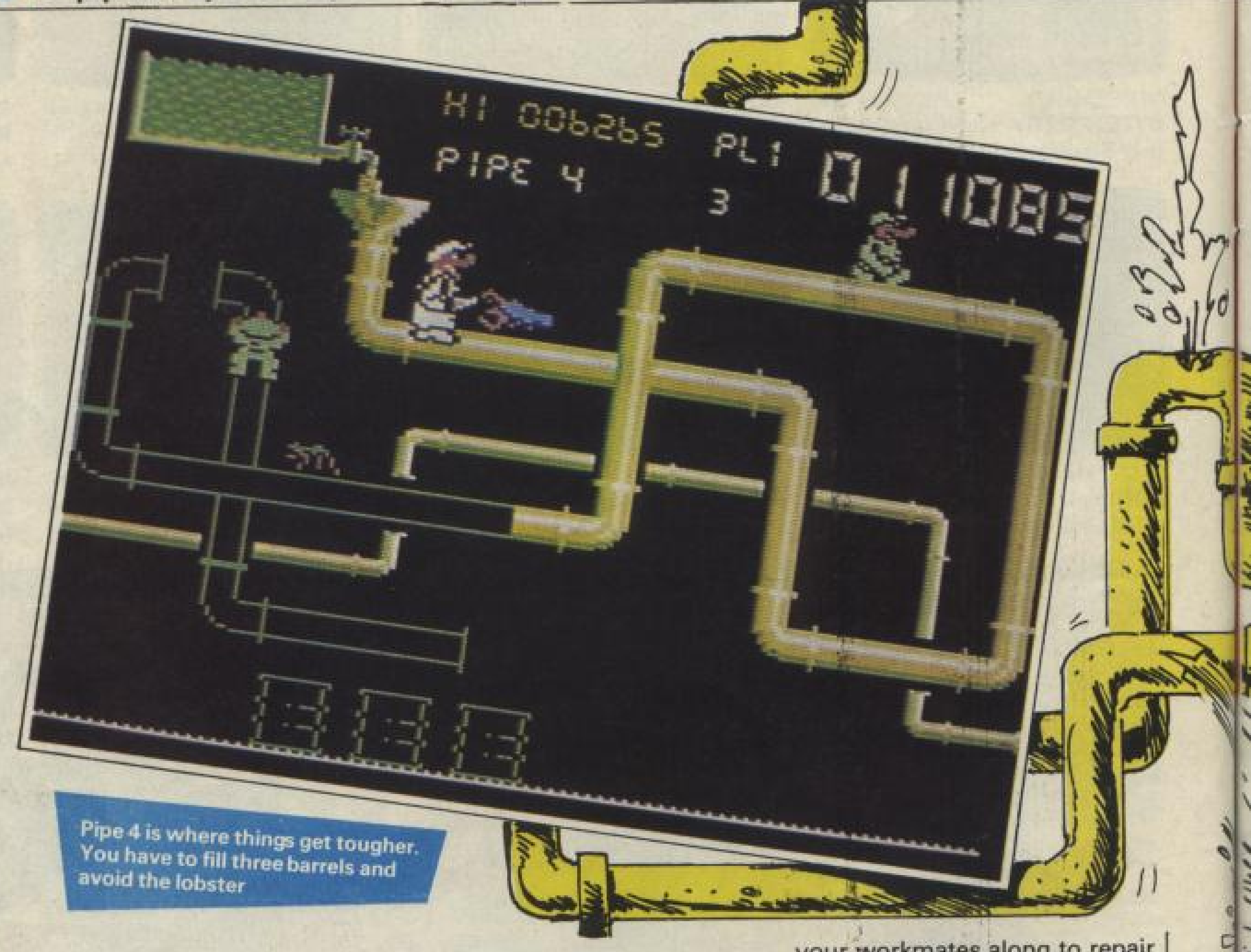
The original *Super Pipeline* had you in control of a foreman and helper, maintaining a flow of water through complex pipe networks, in order to fill a barrel. This sequel follows the same theme, but is superior in every way.

You still control the self same foreman, only this time you have TWO workmates to help you. One of the game's most appealing features is the way they tag along behind you, mending broken pipes where necessary and intercepting otherwise fatal nasties. Getting them to do exactly what you want and when you want it, takes considerable skill.

At the top of the screen is a tank containing a supply of water. This supply is constantly flowing through a tangle of piping, where it will pour into a waiting barrel. Depending on which level you're on, there can be between one and four barrels to fill.

Things are not so simple, though, as unpleasant objects roam the pipes, and must be shot or avoided. These things are in fact tools of various descriptions. Some cut holes in your pipe and allow the water to escape: this calls for immediate action, so you must lead one of your workmates along to repair the damage. Even under the attention of his hammer, holes take time to seal, leaving your henchman open to attack from hostile tools.

If you spring too many leaks



Pipe 4 is where things get tougher. You have to fill three barrels and avoid the lobster

Attack of the mutant tools

The game features a large number of hostile tools, and as is the case with the other sprites, they are graphically wonderful. Power drills, buzz-saws, pneumatic drills, blowtorches and a host of others all try to cut holes in the piping.

Other, less destructive tools - among them plungers, spanners, toolboxes, caterpillars and hammers - merely wander aimlessly around the pipe, and contact with any proves fatal. There are also appearances from the lobster and spiders from *Pipeline I* (especially on later levels) plus the introduction of some newer problems. A cluster of tacks make an appearance on pipe five, and follow the path of the pipe. They cannot be killed though - they must be skilfully avoided, or intercepted by an expendable workmate.

GROG'S REVENGE

the tracks running around the mountain, or within the caverns. The caves are dark and so a source of light is needed to see the way through. Thor, being way ahead of his time, carries a flashlight with him. Unfortunately, the torch isn't very powerful, and only a small amount of the screen is shown under its light. This effect is very realistic and makes the going tough on higher levels.

To pick up a clam Thor must ride over it on his stone-age unicycle (equipped this time with a tire). Once he has collected 100 or more he can take them to the toll bridge and move on to the next mountain.

If Thor should have 25 or more clams over the quota he will buy an extra life - there are five to start.

The levels are lettered A to E, E being the final stage, containing the secret of the meaning of life. Should you get that far, you will discover the programmer is something of a cynic. You'll also discover that the only thing left to do is to try again on a harder range of mountains (there are three in all).

GP

This is the first game where I have laughed every time I died. The marvellous cartoon animation and hilarious adversaries make this thoroughly entertaining. The lastability is the only questionable aspect but personally I found it tough enough and with more than enough levels to keep me a happy unicyclist. The sound effects add pleasantly to what is an addictive and amusing game.

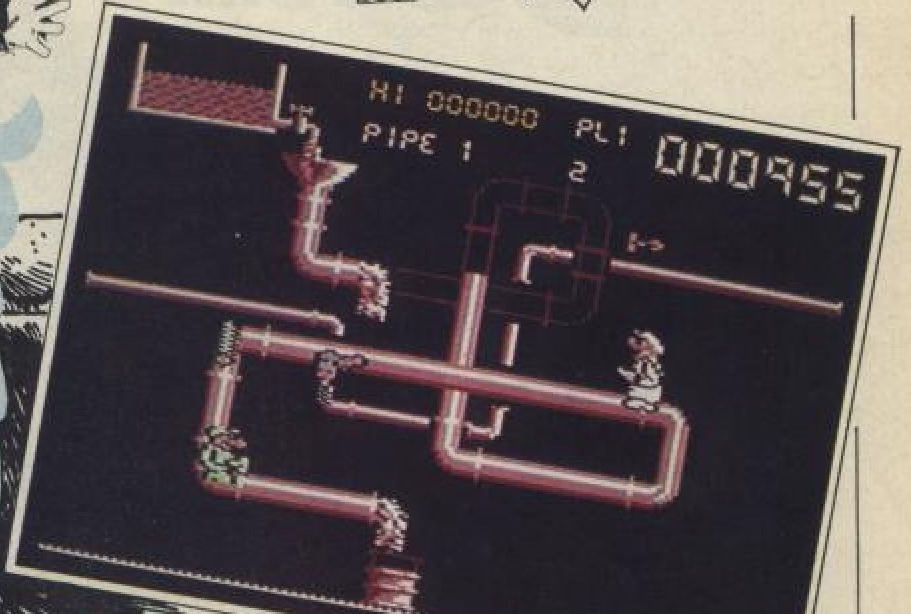


PRESENTATION	**ORIGINALITY**
93% Instructions are very slick in every aspect.	94% The very first icon-driven adventure.
GRAPHICS	**HOOKABILITY**
92% Stunning definition and use of colour all round.	88% Although initially daunting, the original approach soon drags you in.
SOUND	**LASTABILITY**
82% Superb musical scores, with adjustable tone.	93% 160 locations, scores of objects and enemies to encounter.
VALUE FOR MONEY	
91% Stunningly impressive program - experienced game-players will rave over it.	

SIZZLER



The original game was brilliant and this improved version takes the game to new heights of excellence. The graphics are superb and I loved the humourous touches at the end of each screen. The varied nasties and complicated pipes make this much harder than the original and even more fun. The music and colour are marvellous as usual, having a real arcade feel to them. If you haven't seen the original then you're in for a real treat and even if you have you'll love this new version.



You've only got one barrel to fill but a break in the pipe is draining away your water.



and the water supply level should get too low, all water will start to flash and your score will decrease. If you don't fill all the barrels before your score runs out, then you'll lose a life.

Once all of the barrels have been filled, one of eight excellent and humourous intermission screens is played, and it's onto a longer, more twisting pipeline.

You can start with between one and eight lives, and there is a one or two player option. An amusing and brief set of instructions exist within the game, and some excellent, detailed ones come on the inlay.

The graphics and sound have both been improved greatly. Sprites are large and have excellent definition and animation, each being outlined and well coloured. The effect of water flowing is superb, and the animated intermissions have real class - in one a Sinclair C5 trike gets sledgehammered by one of your workmates, while in another caricatures of the Taskset team prance across the screen.

The quality music is easily recognisable as being that of Taskset, and four or five jaunty pieces are played throughout the game. The sound effects are very good, and very unusual.

GP





Supersmooth, slick graphics and catchy tunes instantly attract you to this game. There's plenty of complicated and challenging screens which will keep many perplexed for months to come. I found this game fun and enjoyable to play apart from one thing. The transition between the easy screens and the difficult is rather sharp and dying on the same screen game after game was annoying.



There are 16 different pipe networks (compared with eight on the original), and dozens of evil nasties to contend with. Even after days of extensive, exhaustive and exciting play, I can't get past screen 13 (and that's with eight lives!). In other words, it's tough and enjoyable enough to keep a wide range of arcade gamesters busy.

PRESENTATION		**ORIGINALITY**	
88%	Very, very slick. Great cartoon interludes between screens.	32%	The basic idea is the same as in Super Pipeline
GRAPHICS		**HOOKABILITY**	
87%	Arcade quality. Great animation and detail. Many humourous touches.	93%	Very powerful addiction sets in instantly.
SOUND		**LASTABILITY**	
82%	Four different pieces of great, catchy music, plus other good effects.	87%	16 pipes of increasing difficulty, the last few VERY hard.
VALUE FOR MONEY			
88%	State of the art arcade game. Enormous appeal whether or not you've already got Pipeline I.		

ZZAP! COMP

Fantastic summer sports contest!!

£1,200 of Activision games and sportswear as prizes in our great spot- the-ball competition



If joystick exercise isn't enough for you then we're offering you not only the chance to win Activision's three new sports games but also a superb bag of athletic goodies to get you out and about this summer.

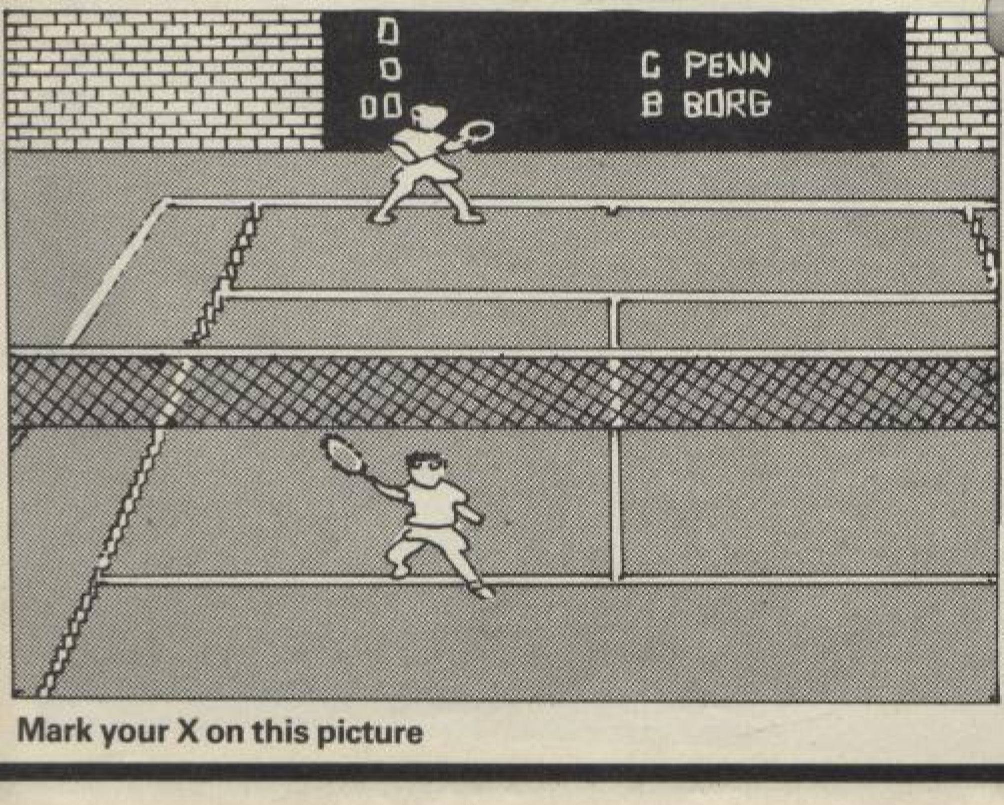
We have FIVE sets of sportswear to give away, each one including: a tracksuit, tennis shirt, shoes, socks and sportsbag to pack them in. Wow! Now you can put that muscular joystick grip to good use on the tennis court or practice your decathlon events for real.

The five winners will receive all this sportswear PLUS the set of Activision's impressive new sport simulation programs all reviewed in this issue: *On-Court Tennis* (what a sizzler!), *On-Field Football* and *On-Field Baseball*, while TWENTY-FIVE runners-up will get the three games.

To win these marvellous prizes all you have to do is spot the ball which has been removed from the screen shot of *On-Court Tennis*. You only have ONE attempt at putting a cross where you think the ball is most likely to be. The winners will be the ones who get closest to the ball's actual position.

Cut out the form and picture with your name and address on and a cross marking where you think the ball is. Send it to us at: Activision competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX. **All entries should reach us by the 13th of June. The editor's decision is final.**





Mark your X on this picture

Name ....

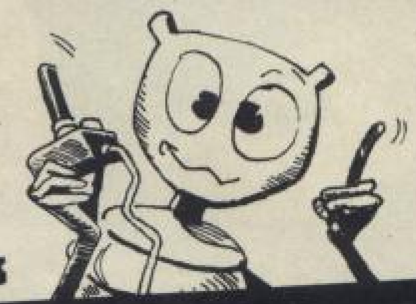
Address ....

....

.... Post code ....

I have marked a cross on the picture where I think the ball was.

Are YOU a MASTER BL

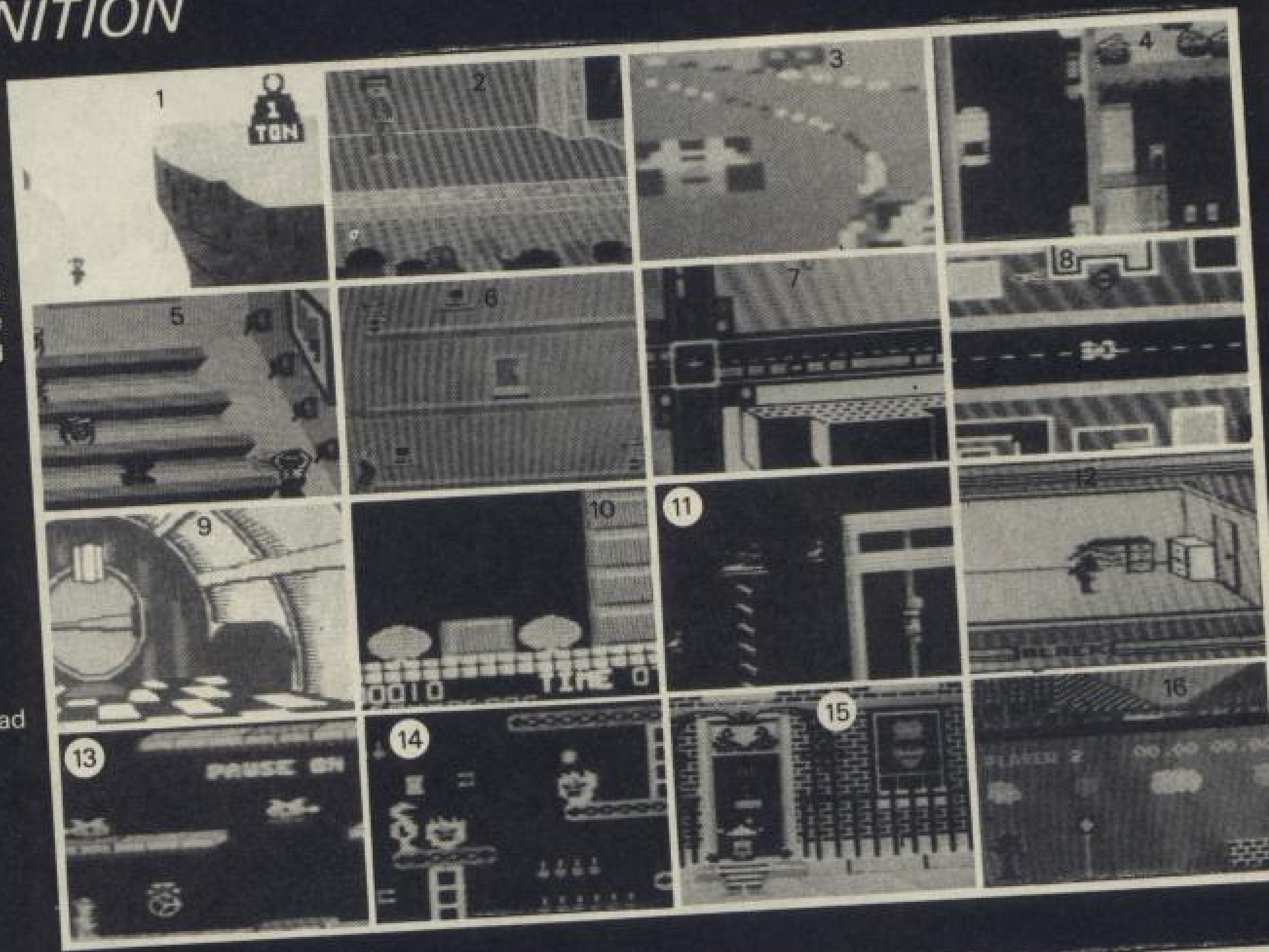


Enter these pages, proud games-player, and discover just how cool a joystick handler you really are. We have prepared for your delectation a series of cunning tests to enable you to investigate every aspect of your zzapping skills. Allow yourself a clear uninterrupted hour, and take each test in turn, writing down your answers. Then by referring to our official answers you will be able to calculate your game addict rating. Good luck ....

Test 1. RECOGNITION

Printed here are a range of screen-shots from 64 games. Well, in fact we've only printed PART of each screen shot. Your task is to match each picture with the correct name of the game taken from the list below. Just write the letter of the game above each picture and prove that you're not a games-playing innocent.

A. Tapper
B. Impossible Mission
C. Quo Vadis
D. Breakdance
E. Traffic
F. Spy v Spy
G. Cliff Hanger
H. Seaside Special
I. Kick Start
J. The Hobbit (disk version)
K. Give my regards to Broad Street
L. Jack Attack
M. Pole Position
N. Mr Robot
O. Trashman
P. Toy Bizarre



Test 2. KNOWLEDGE

Write down the names of the games with the following features:

1. Slimers, PK detector ....Ghostbusters....
2. Warriors, vermin, pirranha ....Aztec Challenge....
3. Ballboys ....Tennis....
4. Missiles, oil slicks, switchblades ....
5. Riddles, lava pits ....
6. Telephone kiosks, cruise missiles, Spectrums ....ROTMC....
7. Ofnir ....
8. Maria, orangery ....
9. Plate-spinning ....Chinease juggler....
10. Trains, hovercraft, missiles, speech ....
11. 18 hotel rooms, lift ....Pyjamarama....

LASTER?

Test 3. ETIQUETTE

If you're a sophisticated 64 owner, there are certain things you just don't do and certain other things which are absolutely mandatory. This section is to test whether you can differentiate the cool from the clumsy, the hip from hamstrung.

Write the letter of the most appropriate answer after each question.

1.Your friend says his Spectrum games are better than the 64's. Would you:
(a) melt his keyboard?
(b) ignore him?
(c) keep paying his bills at the mental asylum?

2.The local know-all offers to swap his BBC for your 64. Would you:
(a) die laughing?
(b) agree to the swap?
(c) let him see 20 seconds of *Impossible Mission*?

3.Your joystick breaks in the middle of a game of Decathlon. Would you:
(a) vow never to buy another Quickshot?
(b) stamp all over the stick, smash the TV and eat the cassette?
(c) put it down to expected operating losses?

4. You get given an Interceptor game which doesn't load. Would you:
(a) throw a fit
(b) say 'thank goodness'
(c) adjust your cassette heads.

5. Just as you're seconds away from smashing your high score on *Raid Over Moscow* there's a power cut. Would you:
(a) throw your joystick out the window and tell everyone a fake high score?
(b) calmly wait for the power to come back on and start again?
(c) think the Russians had just completed *Raid Over UK*?

6. A burglar steals your 64. Would you:
(a) check the houses of all the local Atari owners?
(b) steal somebody else's 64?
(c) be grateful there is at least one sensible burglar around?

7. You watch someone getting stuck on an adventure you know the solution to. Would you:
(a) barge in and show him how its done.
(b) congratulate him warmly for having got as far as he has.
(c) chortle away to yourself, just loud enough for him to hear.

8. Your disk drive starts making funny noises. Would you:
(a) kick it?
(b) tell your little sister to stop feeding it raspberry jam sandwiches?
(c) ignore it, because it's supposed to do that?

9. Your hand gets cramp in the middle of a *Pitstop II* race. Would you:
(a) struggle to the finish line as best you can?
(b) swap hands?
(c) crash your opponents car?

10.The government puts an extra tax on computer games. Would you:
(a) destroy politicians by the hundred in *Seaside Special*?
(b) buy Mastertronic games and pray for a win on the pools?
(c) not worry because you're a filthy little pirate anyway?

11.Your mother gives your 64 to a junk yard. Would you:
(a) give your mother's record player to a junk yard?
(b) give your mother to a junk yard?
(c) spend all day hunting for the 64 amid the mountain of Speccies?

12. Some pipsqueak tries to make out that *Boulderdash* is a boring little game. Would you:
(a) throttle him?
(b) point out that he's a boring little pipsqueak?
(c) give him five minutes of amoeba trapping on Cave G?

13. You're spotted in Smiths holding (albeit only for 10 seconds) a copy of Computer Gamer. Would you:
(a) commit suicide?
(b) point out that it was only for a giggle?
(c) swallow hard and buy the mag?

14. You are invited to take part in the Zzap! challenge. Would you:
(a) go into hiding for a year?
(b) pray for a power failure in Yeovil?
(c) have the contest on *Valhalla* and hope your opponent falls asleep first?



Test 4. REACTIONS

Clearly the ability to respond FAST to what happens on screen is a key element in being a Master Blaster. Here's a short program to test out your speed on the draw. It will print on screen one of four letters, Z,X,P or L (these keys are often used for left, right, up and down). You must press the appropriate key as soon as possible, and the program will keep track of your average response time.

Type it in and accept our assurances, we are NOT becoming a listings mag.

```
10 PRINT "PRESS ANY KEY TO
   START": POKE 198,0: WAIT
   198,1: POKE 198,0
20 C$=CHR$(147): PRINT C$
30 FOR I=1 TO 4: READ D$(I):
   NEXT
40 FOR A=0 TO 9
50 L=INT(RND(1)*4)+1:
   P=INT(RND(1)*1000)+1024
60 POKE P,ASC(D$(L))—64:
   POKE P+54272,3:POKE
   198,0
80 GET A$: IF A$<>D$(L) THEN
   80
90 PRINT C$: C=C+TI: POKE
   198,0: NEXT
100 PRINT C$ "AVERAGE
   REACTION TIME:"
   LEFT$(STR$(C/600),5)
   "SECONDS"
110 RUN
120 DATA Z,X,P,L
```

ZZAP! ONE OFF

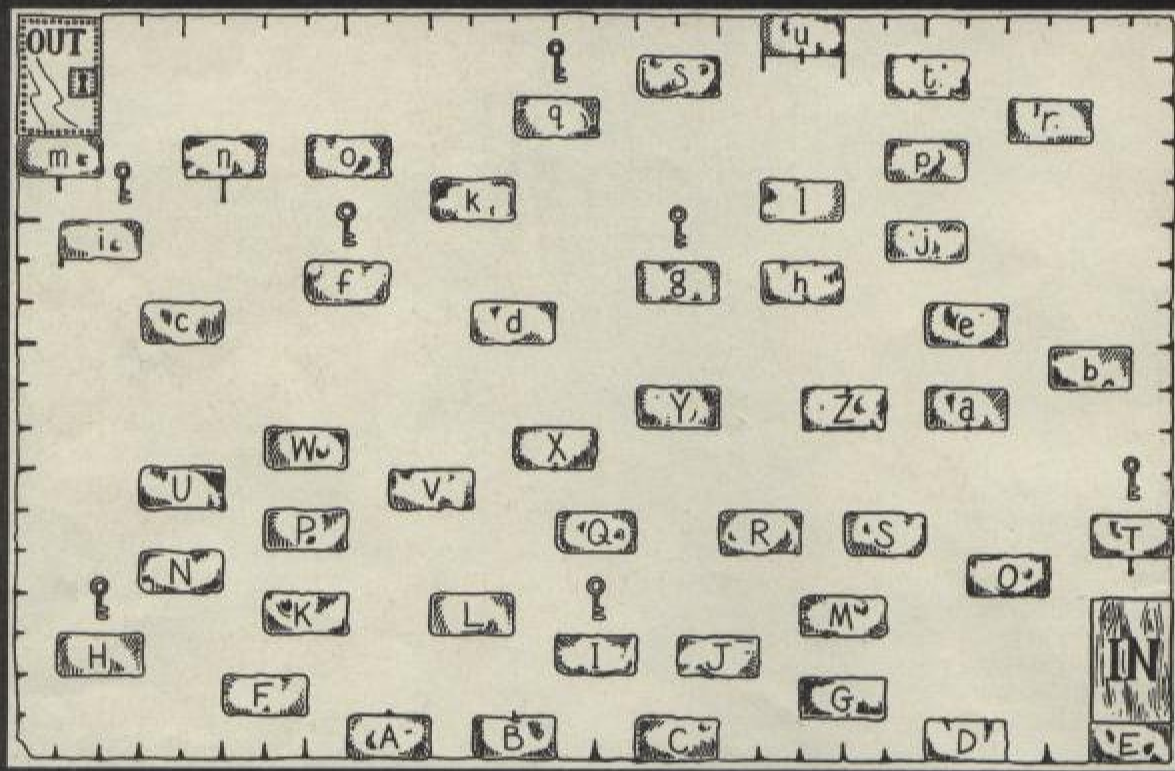
Are YOU a MASTER BLASTER?

Test 5. SCREEN AWARENESS

Pictured here is a special screen we've created from a fictitious platform game. Your task is to work out the most efficient way of getting round the screen collecting all the keys. The maximum gap you can jump is TWO spaces, the maximum height you can gain or lose while jumping is ONE space (although you can *fall* two spaces).

So for example you can jump from Y to Z, from d to f, or f to d. And you can fall from q to K. But you CAN'T manage Y to d, or k to q, or Y to R. Also, although you could normally jump from, say, U to P, in practice this is impossible, because you will land on W first.

Using this information, work out the route which uses the fewest number of leaps, and write down the sequence of letters this route requires.



Test 6. GAME SPOTTING

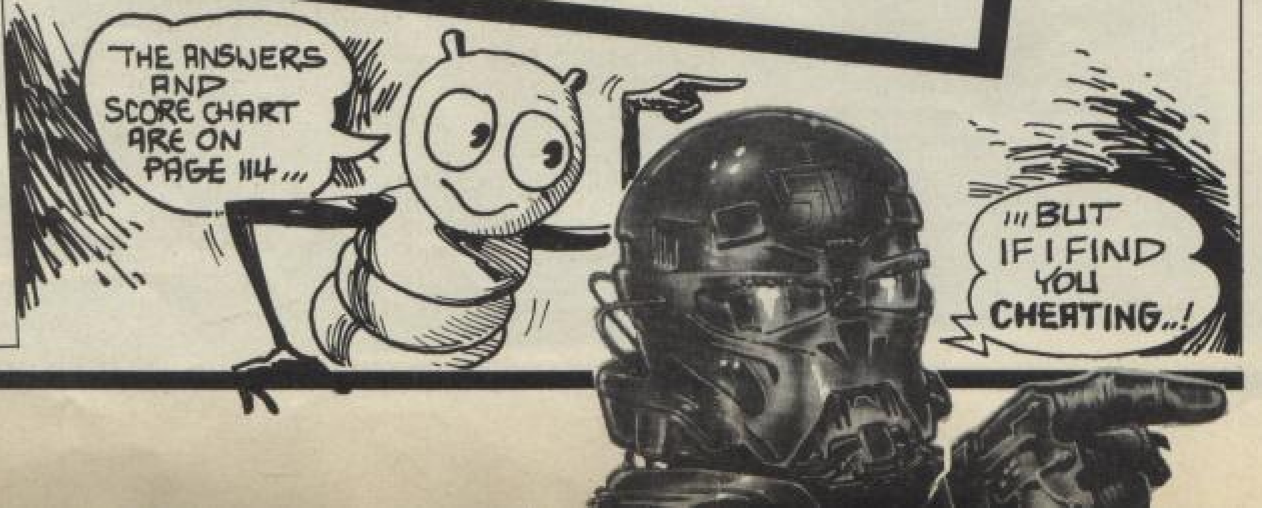
Can you identify the following game titles? All we're giving is the first letter of each important word in the title (no 'the's and 'of's), followed by a clue linked to the game's content. Write down each game title in the space available.

1. RMC, pyramids ....
2. GMRBS, roads ....
3. CCW, screen after screen ....
4. RBB, aircraft ....
5. SK, witch ....
6. JSW, bug ....
7. DTD, exhaustion ....
8. LM, views ....
9. FABMMMM, switches ....
10. BBSB, adiction ....

Test 7. LATERAL THINKING

A lot of modern games demand a good deal of mental agility if they're to be solved. How does YOUR mind work? Can you think round corners? If so, you won't have any problems spotting the ODD ONE OUT in each of the following lists. After all, in some we've even given a hint in brackets.

1. Loco, Son of Blagger, Suicide Express, Black Thunder
2. Chiner Miner, Bruce Lee, Spy Hunter, Monty Mole (game type)
3. Spy v Spy, International Soccer, Joust, Ghostbusters (players)
4. Jeff Minter, Tony Crowther, camel, guinea pig
5. Twin Kingdom Valley, The Hobbit, Snowball, Valhalla
6. Tapper, Up 'n Down, Spy Hunter, Bruce Lee (origins)
7. Horace, Bilbo, Wally, Sherlock
8. Michael Jackson, Mark Hately, Julian Rignall, Rockford
9. Zzap! 64, Your 64, Your Commodore, your Mogadon



ON-FIELD BASEBALL

Activision, £10.99 cass, £19.99 disk, joystick only

This game comes hot on the heels of Imagine's *World Series Baseball* (reviewed in this issue) so it's inevitable comparisons will be drawn between the two.

As far as graphics are concerned, there's no question which is better. In this one a reasonable looking baseball ground is impaired by the presence of titchy, indistinct players, who wouldn't go amiss in a game of *Robotron* (No offence, *Robotron* players). The batter looks like a crippled golfer, about to tee off, and the catcher bears a resemblance to ET at times.

The animation of the players is crude and jerky by today's standards - the fielders look as if they're skating across the grass (but they do produce a pleasing throw on the run). Sprite priority is virtually nonexistent, as players run through, instead of around, each other. Also the flight of the ball is sometimes unrealistic - it appears to skate along the ground after bouncing and at other times it actually bounces off the crowd!

Nevertheless, it's gameplay that really counts, and thankfully this is good. Indeed in some ways it is better than the Imagine game.

For a start, the pace of play is greater - you do not have to wait between each ball to select outfield and steal options. Secondly, many people will find that the actual 'feel' of striking the ball is better. The sound of bat hitting ball is more authentic and the ball doesn't stop dead on bouncing as it does in the Imagine game.

Another useful feature is that the fielder turns black when he has possession of the ball, making the moment of pick up absolutely clear.

At start of play there are several choices to be made. You can select a pitcher - either the fast-throwing 'Heat' Muldoon, or the tricky 'Curves' Cassidy. In practice they appeared to play very similarly, although 'Heat' has one almost unplayably fast delivery. (Well, the computer can play it.) Both pitchers tire during the game, especially if you use too many fast balls, so at the end of the seventh innings you're allowed to bring on a relief pitcher.

You can also select one of two batting teams. The Sluggers are supposed to hit for the fences, the Liners are average, but I haven't spotted any real differ-

Developing batting technique

There are three main skills while batting:

TIMING is essential to hit the ball at all. You have to press the fire button before the ball reaches your batter so that he has time to swing. But since the pace of the deliveries varies, this takes some getting used to. The practice mode is very helpful here. When you're desperate to at least hit the ball, you can opt to 'bunt' - use a dead bat. This gives almost certain contact, but the ball won't go too far.

JUDGING the nature of the delivery is also crucial. Even the computer will sometimes let fly balls which are unplayably high or low. If you swing at these, it'll count a 'strike' against you.

BLUFFING your opponent is the third skill. As in the Imagine game it is possible to 'steal' bases at a moment when your opponent is off guard. You can even trick the computer that way - try running a man from second to third base at the same time that the computer is pitching a delivery. You'll sometimes make it.



The graphics of the game are very offputting but once you get down to its great gameplay and 'feel' this becomes less important. The action seems very realistic with fielders having to struggle with good outfield shots, but the batter at a disadvantage with infield shots. The inevitable comparison with Imagine's baseball game leaves this a close second but with more variability in the pitching and game options.



There is a similarity to Imagine's baseball, but I found Imagine's to be easier to control, especially with the big TV screen. On Field Baseball's graphics were certainly lacking in detail and the animation was pretty awful. Judging the pitches was extremely difficult since everything seemed so far away. Even so, these niggling details didn't stop me from enjoying the game immensely.

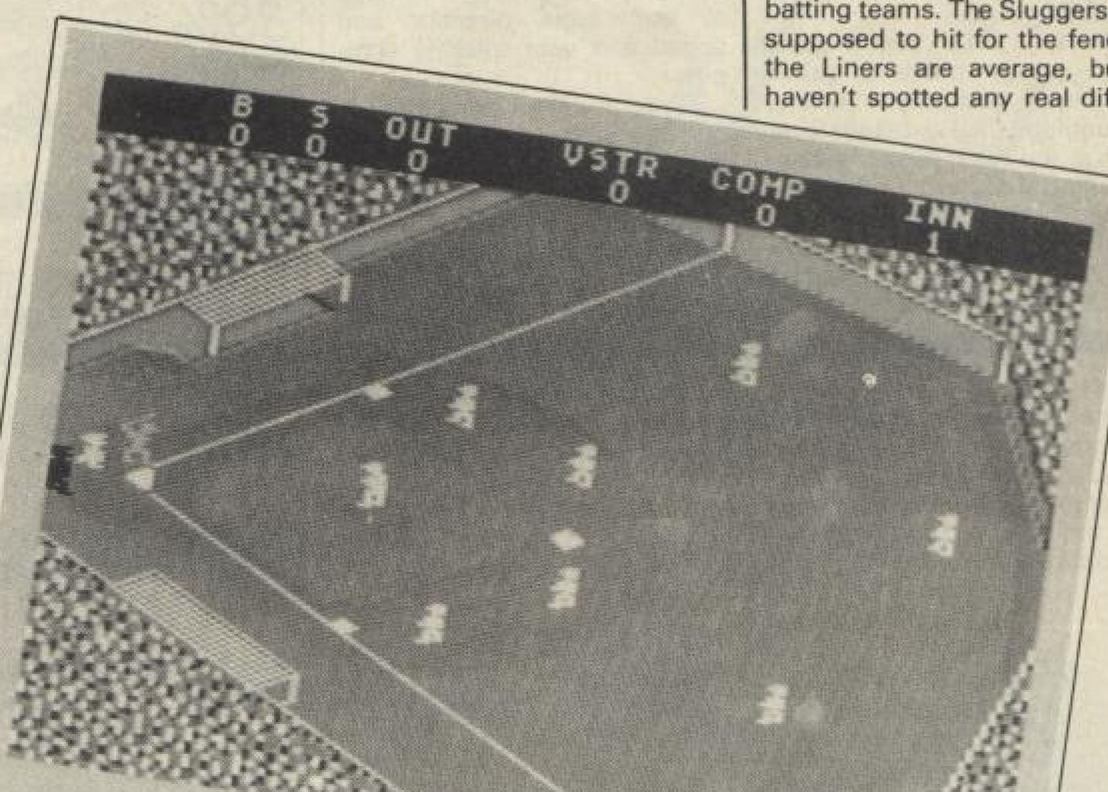
When you're in the field

As in the Imagine game, you have considerable control over what type of ball you pitch. The joystick allows eight different options, two of which are illegal and used only to try to trick your opponent.

When a fair ball is hit, the player nearest the ball's path will come under your control. This isn't always the player you think you should control though, which can be annoying.

Once the fielder has picked up the ball you can use the joystick to make him throw it to any of the four bases or the pitcher. Alternatively you can make him run with the ball (normally to try to 'tag' a runner.)

In certain situations you can make the exhilarating 'double plays', getting two batters out at once, say by tagging one, and then throwing the ball to another base to catch another.



The stick man characters are ready for action as the batter prepares for the pitch.



ZZAP! TEST

STARFIRE/FIRE ONE

CBS/Exidy, £8.95 cass, £11.95 disk, joystick only

● Tired, uninteresting battles in space and at sea

These two games have been resurrected from the far distant mists of time and thrown together in a less than cheap package. Both originated in the very early days of the video arcade and will bring back nostalgic memories to many ageing zappers. Unfortunately they may not bring back the excitement.

Starfire is a 3D shoot-em-up *Star Wars* style where evil Exidy fighters try to protect their freighters from your murderous fire.

The display is of the forward view from your cockpit and you are also given a radar scan of the surrounding space, your laser temperature and fuel status. On screen from time to time will appear your tracking computer which locks onto the enemy targets for a while if you can centre them.

The only other hazards are asteroids which can crash into you. The ships themselves come in three different colours, blue rookies, green seniors pilots and red enemy commanders. These are worth 10, 20 and 40 points respectively with any freighter worth 50 points.

On each level you have to score enough points to gain a fuel bonus to allow you to carry on until the final sixteenth level. This is the main pressure since shooting ships isn't too hard and a last minute panic to get the points is often called for.

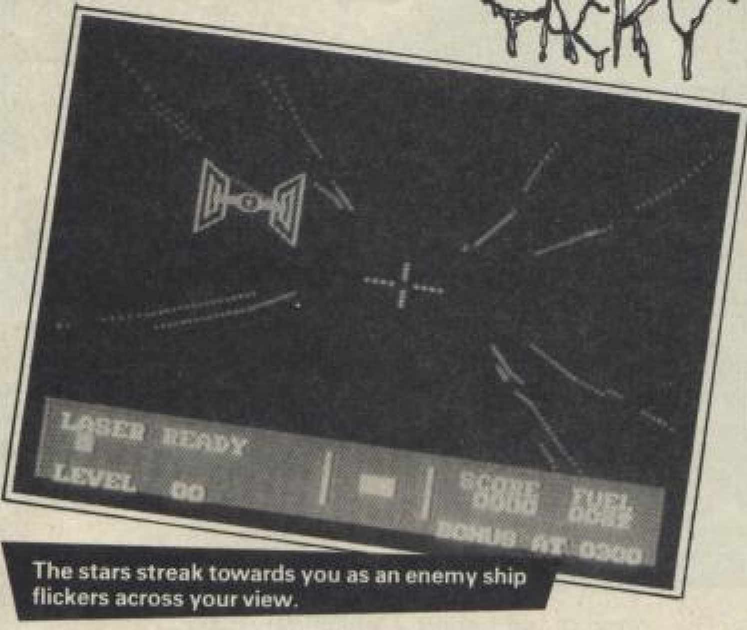
Fire One takes you out of space and under the water where your submarine has to protect its fleet from enemy sub and ships. You do this in a series of battles that take place within a time limit and are decided by who can sink the opposite sub or the entire fleet.

You are equipped with nine torpedo tubes and unlimited torpedoes. These can destroy both enemy and friendly ships so you have to aim carefully.

The screen shows a sonar scan of the whole playing area and a periscope's view of the local area when surfaced. Indicators also show your torpedoes ready to fire, time left, damage to both subs, direction and speed and your tracking computer.

There are eight types of ship and unless you score a direct hit in their dead centre they will take several hits to destroy. Each hit and sinking will score points with the sub being by far the most valuable.

BW



The stars streak towards you as an enemy ship flickers across your view.

TACKY



Epyx baffle me. How can they release such drivel as this, when they've given us such classics as Summer Games *and* Impossible Mission? *Neither game on the tape stands up on its own, and they don't do too well together. They're very monotonous and don't hold any reasonable lasting interest. I suppose if you like archaic arcade decrepits, you could choose worse than this. But not much.*



Back int' good old days when I were no' but a lad I sat in this machine. It were really ace, like I were playing star wars ont' telly. Many years later I look upon t' game with nostalgia and nowt else. T' graphics are bad and wobble about sommat awful. As for t' other one it's just as old and just as bad.



These are really ancient games which unfortunately don't live up to their packaging and are nowhere near Epyx's best. They might be okay as budget games or in a compilation but with just the two of them most people will be left wanting. It brings the memories flooding back but these are probably best left covered in cobwebs.

PRESENTATION	ORIGINALITY
69% Good instructions.	28% Old games and old gameplay.
GRAPHICS	**HOOKABILITY**
39% Jerky but colourful in Starfire. VERY crude in Fire One.	29% Initial nostalgia but nothing else.
SOUND	**LASTABILITY**
38% Banging and blasting effects.	18% Unless you like living in the past.
VALUE FOR MONEY	
22% Old favourites but new disasters.	



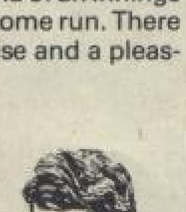
ences.

The game is played over nine innings, with extra innings should a draw result. The computer always fields first, leaving you the arduous task of batting.

Sound during the game is pretty good and includes some short musical strains at the beginning of the game (complete with the American national anthem), at the end of an innings and on hitting a home run. There is also crowd noise and a pleasing thud as ball hits glove.

The two player option adds further excitement to the game, and a practice mode allows you to bat away for as long as you like, without fear of losing - an excellent feature.

There are obviously comparisons to be made between the Activision game, and the Imagine one. Both are new releases, and both have some very strong points about them. In my opinion though, if you just want a good game of baseball on your computer, then fine, get On-Field Baseball. *If you want to bring all the fun, excitement and razmatazz of the game into your home, then go for* World Series Baseball *- it's got better graphics and is three quid cheaper.*



PRESENTATION	ORIGINALITY
74% Good instructions and game options.	72% Not quite as many new touches as Imagine's.
GRAPHICS	**HOOKABILITY**
32% Rotten stick men, badly animated.	72% The graphics put you off, but hitting the ball feels very good.
SOUND	**LASTABILITY**
64% Authentic baseball sounds and stadium tunes.	81% You'll still want to play even after beating the computer.
VALUE FOR MONEY	
73% More expensive and overall not quite as good as World Series.	



NEXT GREAT ISSUE MAY 23



MICRO CHALLENGE . . . the first computer-age puzzle magazine

On sale every month at all good newsagents, price £1

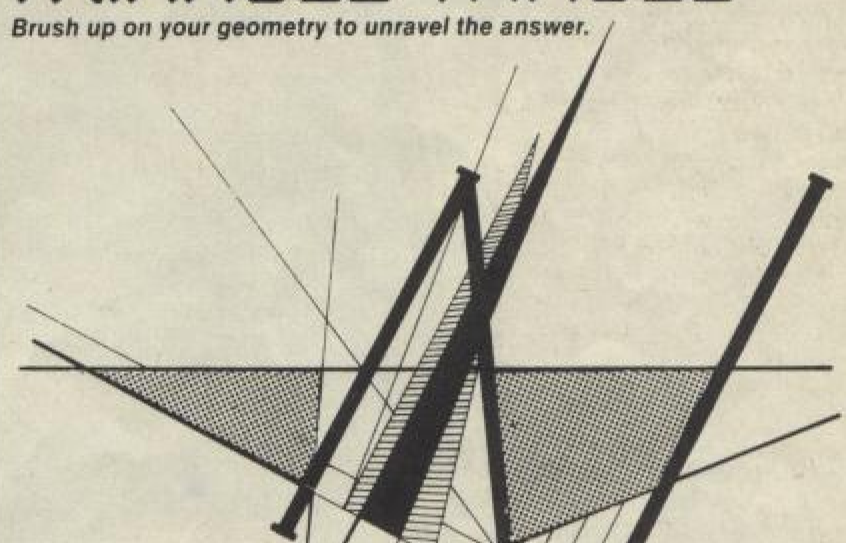
No, not another computing magazine. Micro Challenge is unique. Colourful and exciting, it's packed with intriguing puzzles — and prize competitions — devised specifically for microcomputer owners.

WIN A COLOUR TV!

This is an example of one of the many types of puzzle to be found in Micro Challenge — but it's also your chance to win a superb JVC portable colour television with remote control. Solve the problem, using skill, judgement and your own micro, then send the solution, on one of the prize puzzle entry forms from the May/June issues of Micro Challenge, to the address given in the magazine, marking the coupon AP1. (A proper form must be used; no photocopies or facsimiles are permitted). The competition closes first post on June 17, 1985, and the first correct entry opened wins the prize.

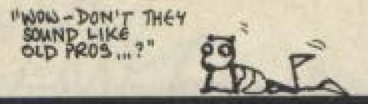
TRIANGLE TANGLE

Brush up on your geometry to unravel the answer.



It is possible to find many examples of three different right-angled triangles which are all equal in area. Can you, however, find three such triangles for which every side is a whole number of units (an integer)? Try to devise a program to find the trio with the smallest possible area.

Moving at the speed of light you could still snap up our fabulous launch issue. Order a regular copy from your newsagent now. Details of subscriptions or postal deliveries contact:
MICRO CHALLENGE
Somers House, Linkfield Corner, Redhill, Surrey RH1 1BB



ZZAP! TEST

Racing games are all the rage this month and there's plenty of fast furious action in this one. It doesn't feature two player racing but you may find yourself with up to six cars on screen at once.

The setting is the Nascar circuits of America and you have to take on 18 other cars, including Richard Petty's (a famous Nascar driver). However before you can race against the best you've got to qualify. This is done around a tri-oval circuit or a random circuit. Both of these have only left hand turns with the former having three and the latter a random number each race.

Qualifying is fairly easy as long as you keep at maximum speed and don't bump into the other cars on the track. At this stage they're easy to avoid but they won't be so charitable in the race proper.

Your qualifying time determines your position on the grid and it's best to be in the top four or you'll have a lot of catching up to do. The start usually causes large jams as the leaders jockey for position and you have to be extra careful not to get sandwiched and crash. This isn't the only way to meet your doom though.

You have tyre wear and fuel levels which if allowed to get to zero will cause you to crash. Tyres are worn down when your car rubs against the curb while heavy contact in front or behind from another car will also result in disaster. You may also get some random engine trouble but this will only slow you down. All these factors can be repaired in the pits.

To help you avoid the other drivers you have two handy techniques. The first is slipstreaming (driving close behind another car) which won't speed you up but will conserve fuel so that you can avoid doing too many pit stops. Secondly you can use turbo boost which allows you to travel at 294 mph instead of the usual 250 mph and is great for overtaking manoeuvres. However it eats up the fuel and should only be used for short periods on straights.

The other cars have distinct personalities and there are five general types. Three individuals are your main competitors and drive distinctive numbered cars which are most easily out driven on the bends. The others fall into two classes: the bumpers and the demons. The bumpers are slow and easy to avoid while the demons are really nasty and baulk you.

The engine noises aren't that good but the tyre screech round corners is nice. The graphics are disappointing with a flickery track and although the cars look great, their movement is jerky. The perspective does allow you to see a corner before you are into it and this helps you prepare.

Each race is over thirty laps and you have continuous updates on your position in the race, who is in front of you, your last lap time and your points score.

BW



Although the graphics and sound aren't up to the standard of Pitstop II the competitive action is every bit as demanding. The computer controlled cars are incredibly mean and you'll have to be a real ace to beat them. The best action is at starts when you can have jams of five or six cars scrapping for the lead and making driving very dangerous. The fact that you can only do left hand turns is disappointing but the random circuits can make things more interesting.



The tacky graphics of the cars and track gave me initial doubts about the quality of this game. After hastily turning down the irritating sound and playing a couple of games, I soon found (with numerous crashes) I was wrong. It turned out to have quite an addictive quality. Several days later my opinion still hasn't changed, only my driving has - more experienced and certainly more aggressive.

Pit stops

If a crash occurs on the track a yellow flag goes out and at the end of the lap you get a free chance for a pit stop and restart on the grid.

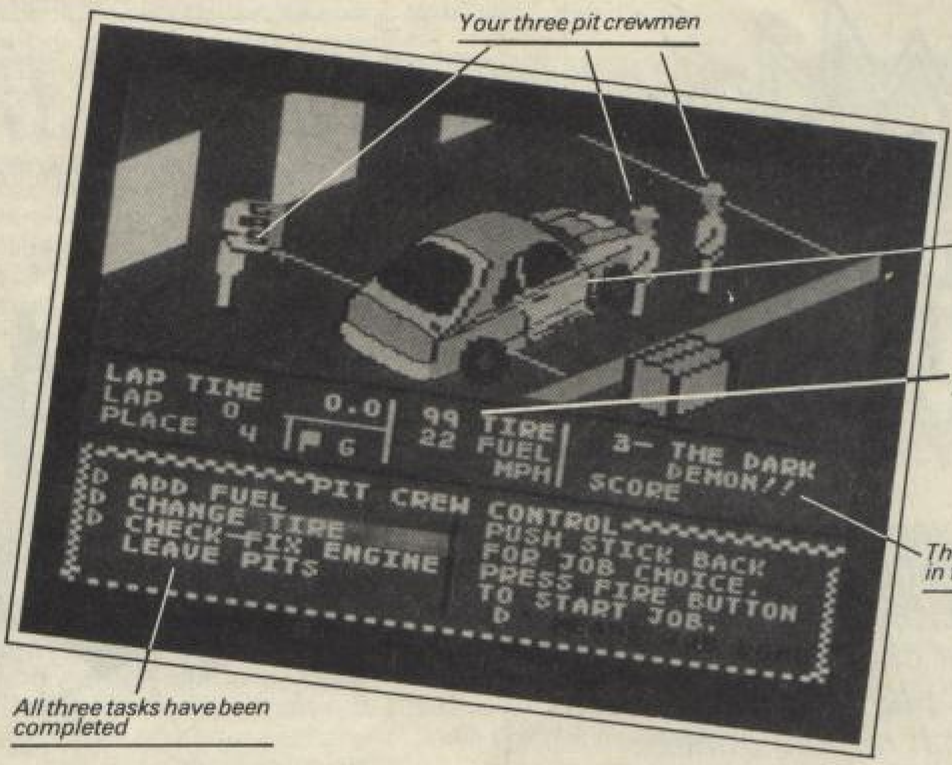
You can replace your tyres and fuel and also check out your engine - all this is done more or less automatically by three mechanics in your pit. Your car looks extremely beaten up with several bits of the bodywork having had major panel work and resprays.

You can call into the pit at any time by stopping in the pit lane but it's best to do it under the yellow flag when you won't lose any time.

RICHARD PETTY'S TALLADEGA

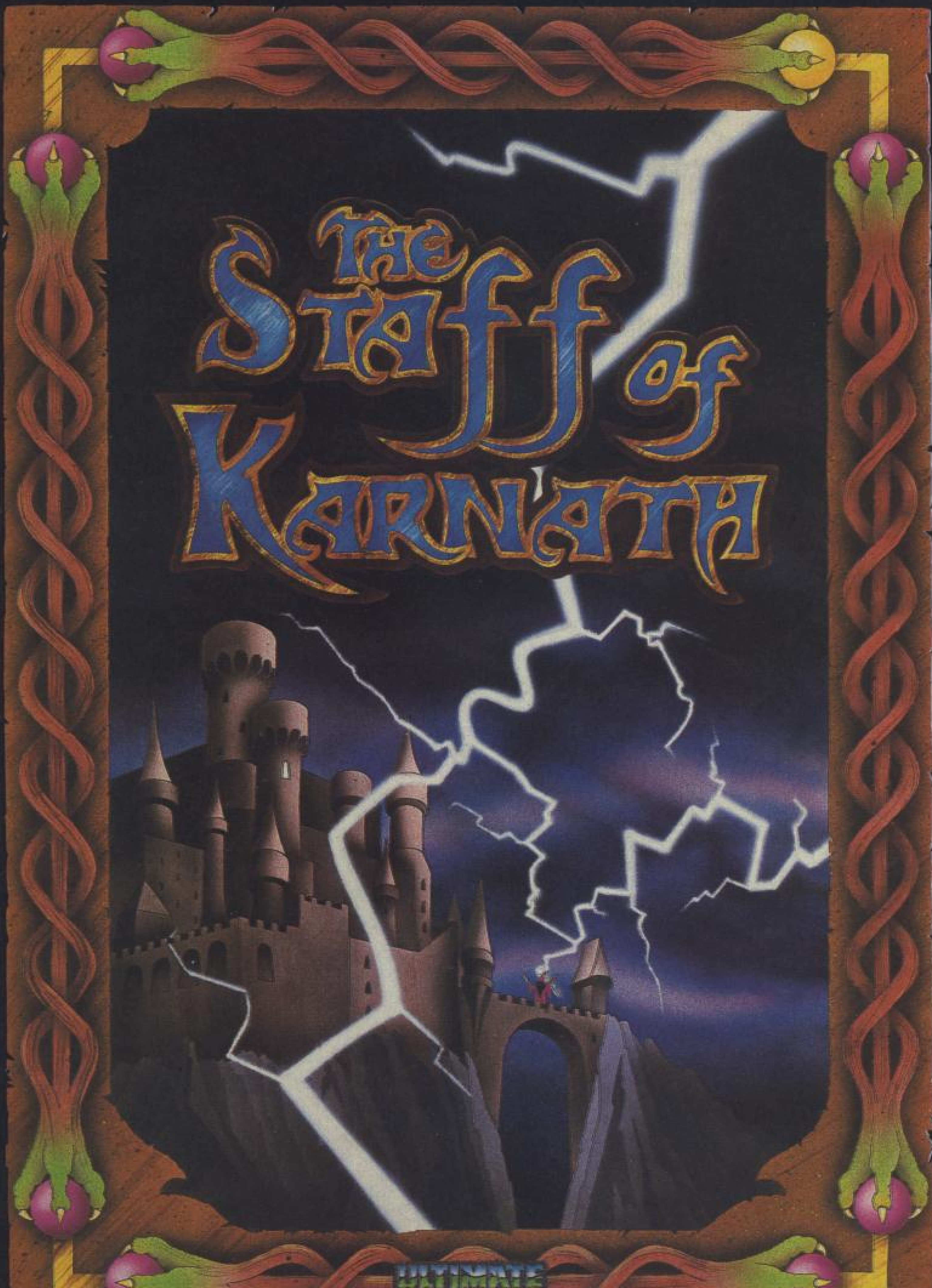
Audiogenic/Cosmi, £8.95 cass, joystick only.

● **Exciting, violent, road-racing action**



Rating	Score	Comment
PRESENTATION	61%	*Good instructions, high score table.*
ORIGINALITY	32%	*Road-racing game with a few new touches.*
GRAPHICS	44%	*Fast-moving, but flawed by juddering.*
HOOKABILITY	71%	*Immediate excitement with stacks of action.*
SOUND	53%	*Screeching car noises. Nothing spectacular. Poor title screen music.*
LASTABILITY	69%	*Tough challenge to finish a race, let alone win.*
VALUE FOR MONEY	69%	*An enjoyable, exciting game. Bound to suffer by being released at the same time as Pitstop II.*

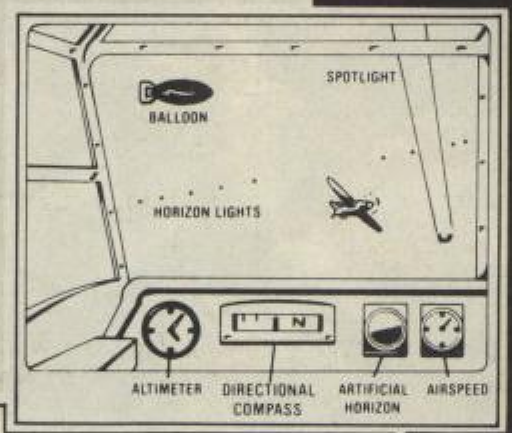
COMMODORE 64 (Joystick Compatible)

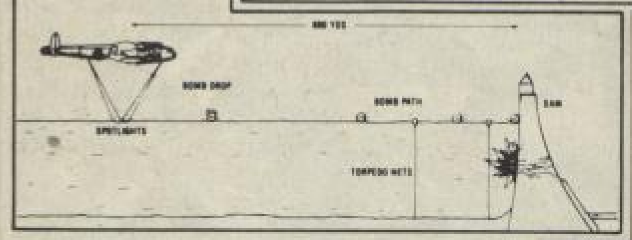


"THE STAFF OF KARNATH" recommended retail price £9.95 inc VAT
Available from W.H.SMITHS, BOOTS, J.MENZIES, WOOLWORTHS
and all good software retail outlets. Also available from
ULTIMATE PLAY THE GAME, The Green, Ashby-de-la-Zouch, Leicestershire LE6 5JU
(P&P included) Tel: 0530 411485

At 21.15 hours on the evening of May 16th 1943 a flight of specially prepared Lancaster bombers left Scampton Airfield for Germany. After months of planning and preparation Wing Commander Guy Gibson and his 617 Squadron were at last embarking on a mission so daring that it would guarantee them a place in the annals of history.

The mission would strike at Germany's industrial heartland. If the giant dams of Moehne, Eder and Sorpe could be breached, millions of tons of water would flood the Ruhr, cutting vital water supplies to steelworks and homes, flooding factories, power stations and farmland, and





bring the important Mittelland Canal to a virtual standstill.

Of course the successful conclusion of this raid is now legendary, the young men who took part are acknowledged as heroes; and now U.S. Gold in conjunction with Sydney



Development Corporation and the International Computer Group are giving you the opportunity to relive the excitement, tension and drama of this famous mission.

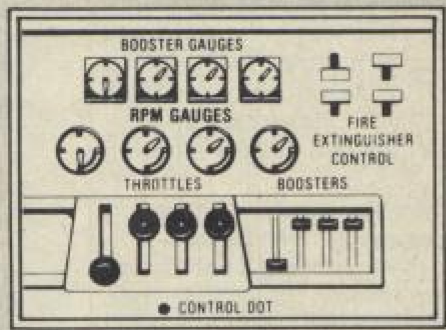
You will be able to play the part of **PILOT**, flying the Lancaster from Scampton to the target, **NAVIGATOR** using screens maps of Europe,





FRONT GUNNER, REAR GUNNER, BOMBARDIER and **FLIGHT ENGINEER**.

You will have to fly across Europe at low level to avoid radar; lookout for the deadly ME109 night fighters, dodge barrage balloons, spotlights and flak. At the target you will need all your nerve and skill to control the aircraft and release your deadly payload at just the right moment while avoiding enemy attack.



Game Features: **Superb graphics and sound, realistic joystick control, Pilot's screen and indicators, multiple screen navigators maps, front and rear gunners screens, bomb sighting screens, engineer's indicators, and much much more.** The package comes complete with **comprehensive flight instructions, maps, and confidential documents including authentic material by Barnes Wallace and Wing Commander Guy Gibson.**

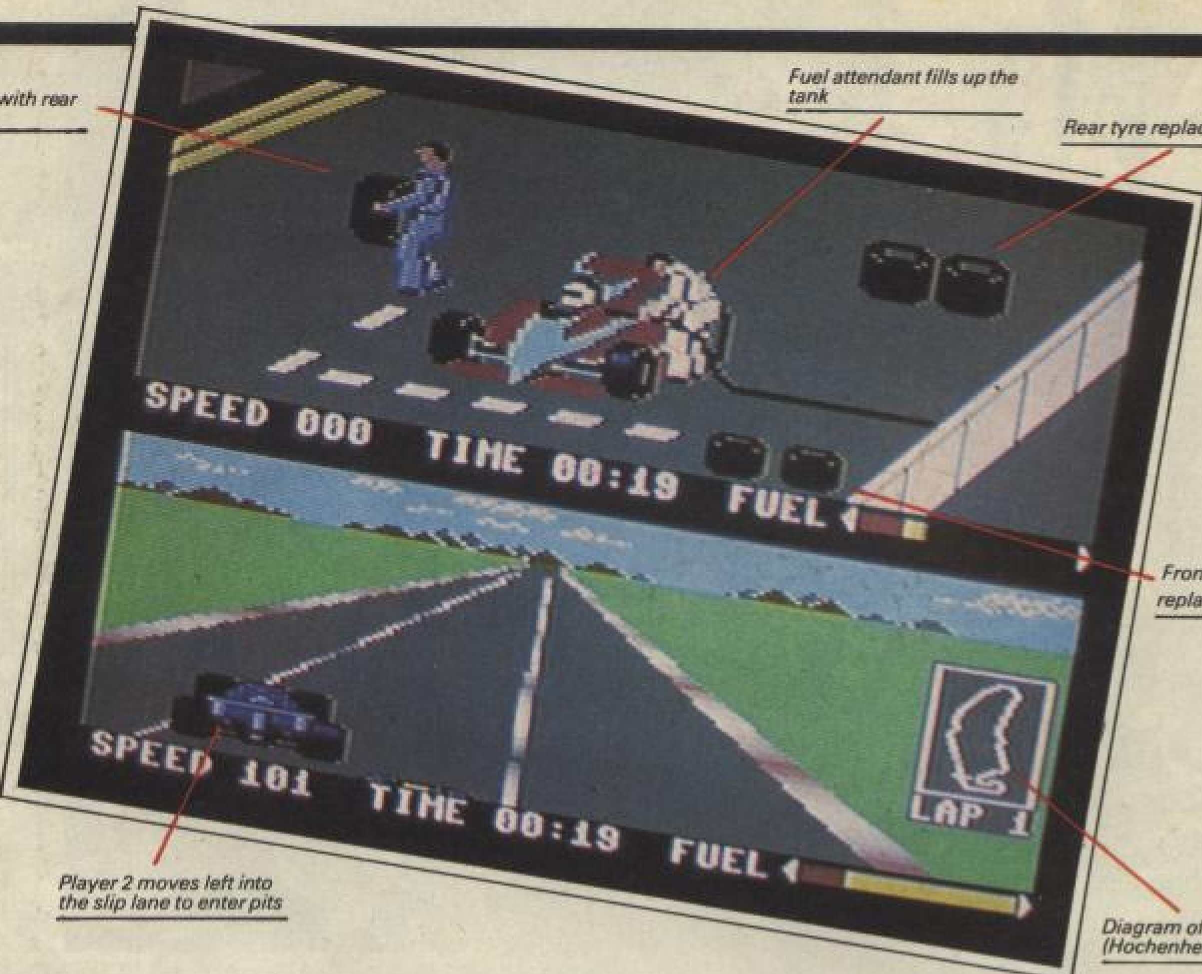
Officially endorsed by 617 Squadron of the R.A.F., Dambusters is available for **Atari** and **Commodore 64** computers with versions for **Spectrum, BBC** and **Amstrad** coming soon.

U.S. GOLD — All American Software

U.S. Gold is available from all leading computer stores and selected branches of

BOOTS · W.H. SMITH · JOHN MENZIES · WOOLWORTH · WILDINGS

Dealers! For information on how to become a U.S. Gold stockist contact CentreSoft, Lightning, Microdealer, Tiger and all other leading distributors or write to: U.S. Gold Limted, Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY. Telephone 021-359 3020. Telex 337268.



Tyre mechanic with rear wheel

Fuel attendant fills up the tank

Rear tyre replacements

Front tyre replacements

Player 2 moves left into the slip lane to enter pits

Diagram of circuit (Hochenheim)

Pitstop II

Epyx, £10.95 cass, £13.95 disk, joystick only

- **Ultra-realistic split-screen motor racing duel**
- **Excellent 3D graphics, superb competitive action**

ZOOOOOOOM!!! Remember the time you first stepped into a *Pole Position* arcade machine and wowed at the graphics and sheer exhilaration of the experience. Well, it returns again with *Pitstop II*, a motor racing game which allows you to have the race of your life *against another player*. Believe me, it's amazing stuff.

When you load the game you are presented with several options, the first being a one or two player mode. Selecting one player will pit you in a duel against the computer.

Six race tracks are available, ranging from Brands Hatch to Vallelunga, complete with its mile long straight. You can choose any of these or take them all in one great Grand Prix competition. Select the number of laps and one of three skill levels. Then you're ready to race.

Immediately you experience a big surprise. The display is split horizontally across the middle. Each display is a screen in its own right and shows speed, time and fuel left. The cars are seen from behind and above, like *Pole Position*.

The screen halves show the views from the separate cars, and here's where this game scores over all the competition. The action is accurately portrayed from both players' viewpoint so if player A was ahead of player B then B would see A in front of him. If B then overtakes, A will be highly annoyed to see his opponent appear from the bottom of the screen, pull level and then roar ahead of him into the distance.

When jostling for the optimum line around a bend or fighting for the front at the start much aggression will be experienced. It is possible to rub tyres and try to knock your opponent sideways to get a clear path to overtake.

The trouble with driving like a totally crazed maniac is that your tyres will wear out. Murderous tendencies towards other cars like bumping and nudging, also taking corners at 251 mph. will eventually result in a blowout. This sends you out of control, off the track and your race will be over.

The tyres start off black but throughout the race they will turn lighter and lighter as damage increases. When they're white, the slightest bump will hurl you from the racecourse. However if your tyres show a lot of wear then you can make a pit stop and change them.

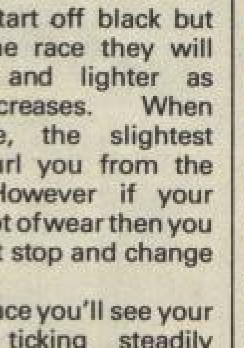
When you race you'll see your fuel gauge ticking steadily down. The faster you go the more fuel you'll use, therefore needing more pit stops to fill your tanks. It is just possible to make three laps on some circuits before you have to fill up. If you try for a fourth on any course you will find your engine splutters and dies when you are halfway round and nowhere near the pits.

If your car does crash, it will leave the track and stay there. The other player will see the wreck as he whizzes by, and it's a great feeling to look in the wrecked player's screen as you pass him and see yourself positively whip past and hurtle into the distance.

The actual game controls are simple: left, right accelerate and brake. You can also switch on your turbo by pressing the fire button. This will give you greater acceleration and speed, and is useful at the beginning of a race. There is a tendency to use it all the time, but beware. On longer tracks you will only be able to do two laps with turbo on non stop before having to refuel.

The control has a great feel to it. If you're speeding along and try sharp turns you will find yourself swinging all over the shop in a desperate effort to straighten. As with most computer race games a certain edge is lost by using a joystick for control. But when you play there is still a realistic feel to the car, partly because it's so easy to lose control. This does not detract from the game in any way

Fantastic! This game takes its predecessor, Pitstop I, *and improves on it immensely. All other 3D driving games, including some of the arcade ones, pale into insignificance when compared to this. The perspective on the track and cars is near faultless, a point where a majority of other versions fail. Planning your race, as well asactually driving it, is thrilling stuff, making this the best of the* Pole Position *genre currently on the market.*



This has to be the best ever driving game. It makes Pole Position *look like a Sunday afternoon trip in a Morris Minor. The sheer thrill of actually racing against an opponent, even the computer, makes all the difference. With groovy graphics, smashing sound and a panicky pit stop this is enough to keep any manic drivers happy. My joystick hand is still killing me after a nine lap grand circuit with every muscle throbbing, but boy is it worth it.*

Beware the Dreaded Cramp!

The game seems so realistic that there is a tendency to wrench the joystick from side to side. This is especially true at corners where the feeling is that the harder you wrench the joystick the quicker you'll get under control. You have to remember that this is a normal game and that only normal control is necessary.

Try to use a joystick with a trigger — constantly holding the fire button down on an Atari type joystick will give you horrendous cramp over long periods of time. (Even so, the game is so involved we didn't notice until we finished the race: that's when the pain starts.)



What happens in the pits

During a race you will eventually have to make a pit stop to take on more fuel or change your tyres. The pits are located at the lap starting point and you can enter them by driving into a marked slip lane.

You will be presented with a new screen showing a close up of your car with two men next to it, one carrying a fuel hose (to refuel your car) and one wearing a blue tracksuit (to replace faulty tires). A steering wheel icon will appear on screen and you use this to put your team into action.

Move the icon to the desired member of the team. Press the fire button and the icon will disappear giving you control over the man.

If you need fuel then just move the attendant up to the petrol tank and he'll connect the pipeline. While this is happening you can guide the other man to replace your damaged tires as fast as possible. Beware though, if the tank fills beyond its capacity it'll automatically empty and you lose a lot of valuable time.

Remember, every second counts. A race can be won or lost on your pit stop performance.



ZZAP! TEST

This is a SUPERB implementation of the 3D race game format. Sound is excellent, both cars can be heard independently of each other, and pit stop sound effects like the tyre nuts being undone are terrific. The graphics are clear, crisp, detailed and very convincing. Pitstop II *is a stunning and innovative arcade game and should prove to set new standards in the race game approach.*

but makes it more of a challenge - with practice there is potential for a high degree of control.

When you are racing, a map of the course will appear in a small box on the right hand side of your screen. It shows the starting point, pits and your current position — to see where your opponent is you need a quick glance at *his* map.

The 3D effect of the game is stunning. The realistic perspective of a road has always been a problem on race games, but here the track is represented accurately. The cars rush up in full 3D and are beautifully portrayed.

Each car, including the other computer cars have their own colour and personality. For example the yellow and green cars have homicidal tendencies and try to cut you up when you try to overtake. The detailed background scrolls smoothly from left to right as you hare round bends at suicidal speeds.

The corners themselves rush up quickly and adhere closely to those of the map: the sharper the bend the more you will skid to the opposite side of the track, so if you take a sharp corner at high speed you will end up careering onto the red and white curb, slowing you down and ruining your tyres.

The eight computer cars apart from your main opponent are not just randomly placed things to pass and gain points for. They actively race you and you'll have to overtake them to gain first place in the race.

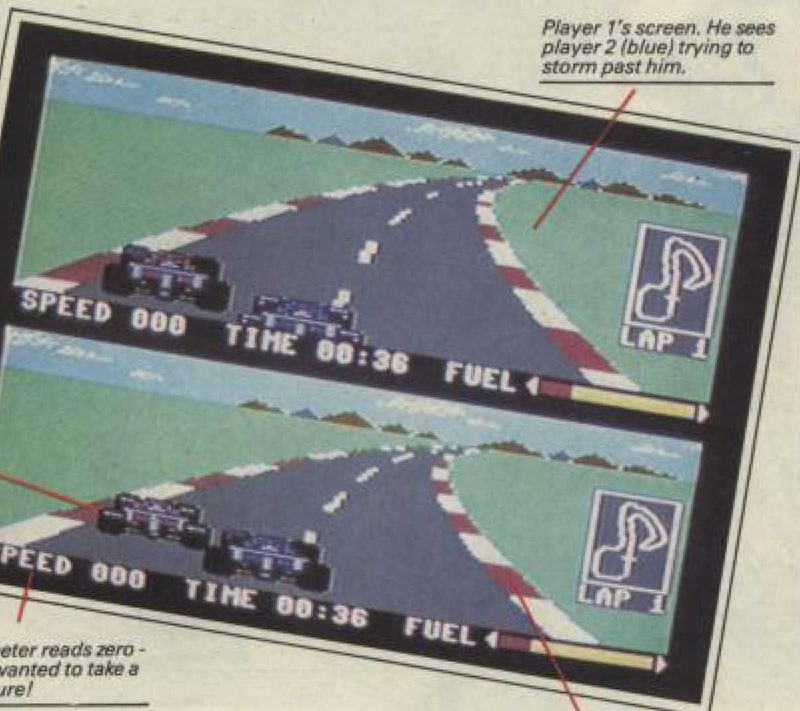
Since they never have to make a time-consuming pit stop they do present quite a challenge. They also don't like being overtaken, let alone lapped and will try to thwart your efforts by hogging the middle of the track or swinging from side to side in an attempt to cut you up.

When playing in one-player mode the computer's 'Epyx Robodriver' will fill the role of player two. This driver proves himself a formidable opponent. Although it's easy to gain some seconds over him he drives much more safely and therefore does less damage to his tyres and needs fewer pit stops. When he does take a pit stop it's done in record time, so good, fluent racing is required to beat him.

If you choose to take the grand circuit then the computer will keep track of all the scores and results of the races. Scoring is the same as a real Grand Prix: nine points for a winner, six for the second placed and so on. All the cars feature in this table so if you have a bad race you might find yourself overtaken by a computer car in the points table. If you fail to complete the race then you won't get any points at all.

JR





Player 1's screen. He sees player 2 (blue) trying to storm past him.

These blue marks indicate that both drivers have suffered slight tyre damage on front left wheel. When the mark turns white, you're in danger.

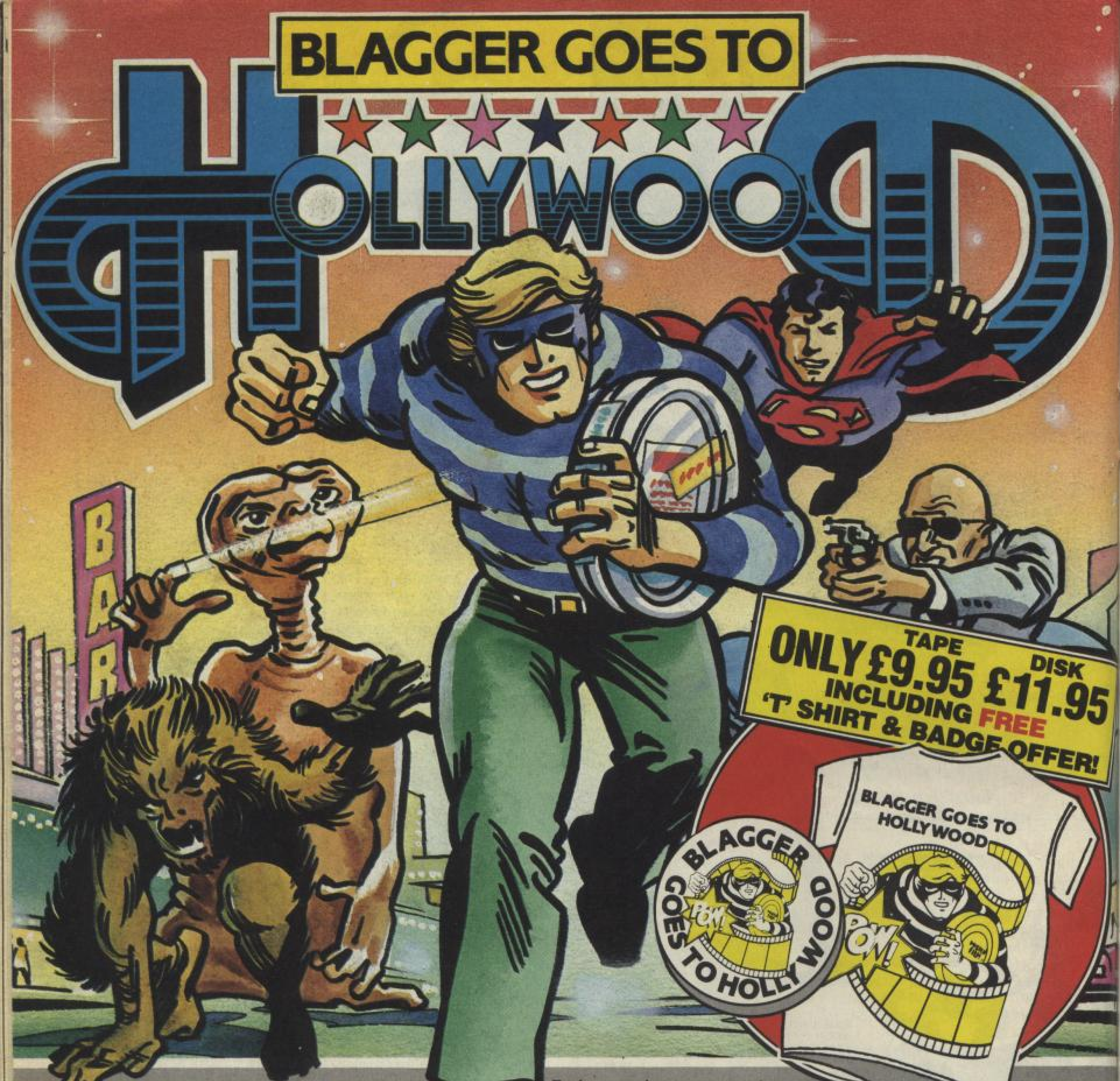
Speedometer reads zero - well, we wanted to take a clear picture!

Player 2's view is very similar at this point. He can turbo past - or maybe crush player 1 against the side of the road.



Player 1, suffering serious tyre damage, prepares for left-hand bend. Player 2, with two undamaged tyres, steers to the right.

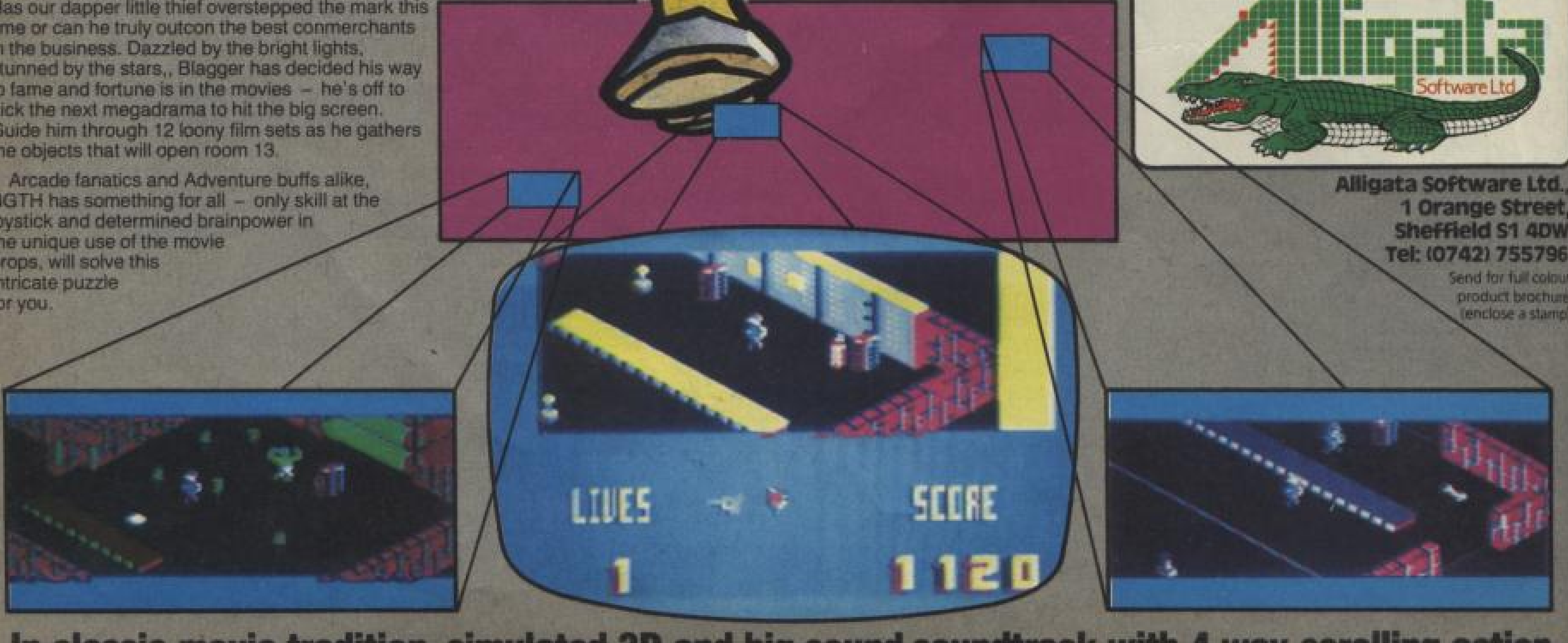
PRESENTATION 87%	Excellent instructions and in game options.	**ORIGINALITY** 54%	Another race game but with split screen, twin racing.
GRAPHICS 90%	Great perspective, pits and cars.	**HOOKABILITY** 95%	Belt yourself in drive till your muscles throb.
SOUND 71%	Good engine roar and tyre screech but no music.	**LASTABILITY** 91%	Lots of variability and two player excitement.
VALUE FOR MONEY 89%	The best race game yet.		



Each screen image represents only 1/70th of total playing area.

Has our dapper little thief overstepped the mark this time or can he truly outcon the best conmerchants in the business. Dazzled by the bright lights, stunned by the stars,, Blagger has decided his way to fame and fortune is in the movies – he's off to nick the next megadrama to hit the big screen. Guide him through 12 loony film sets as he gathers the objects that will open room 13.

Arcade fanatics and Adventure buffs alike, BGTH has something for all – only skill at the joystick and determined brainpower in the unique use of the movie props, will solve this intricate puzzle for you.



Alligata Software Ltd
Alligata Software Ltd.,
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Tel: (0742) 755796

Send for full colour product brochure (enclose a stamp)

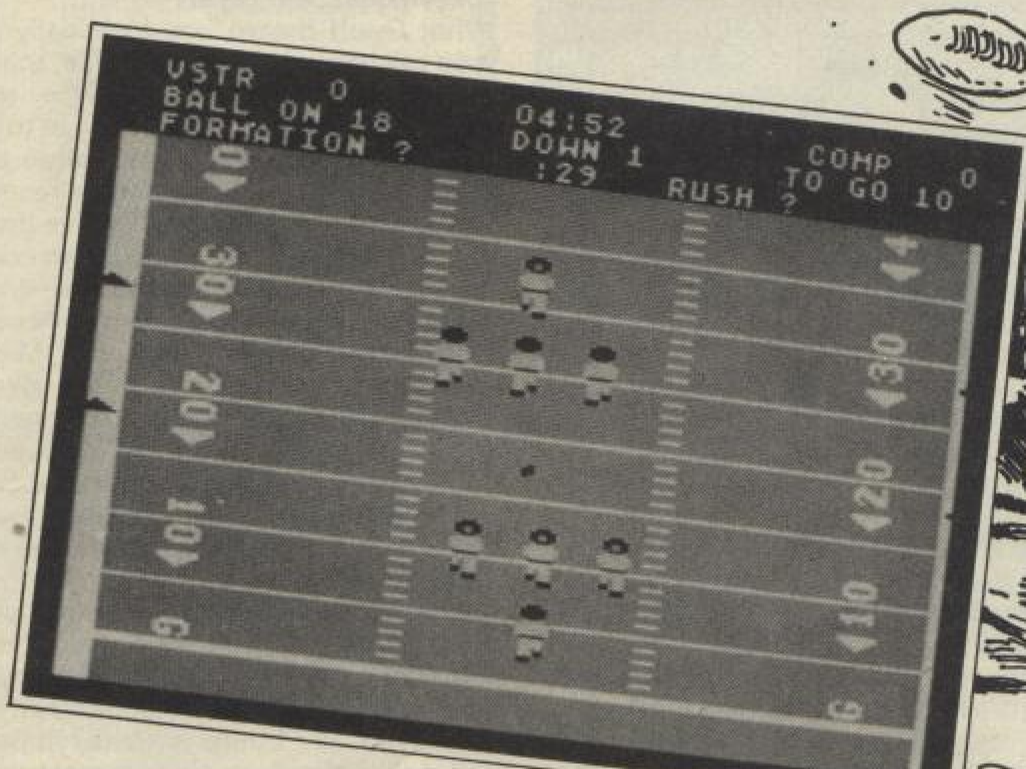
In classic movie tradition, simulated 3D and big sound soundtrack with 4 way scrolling action

ZZAP! TEST

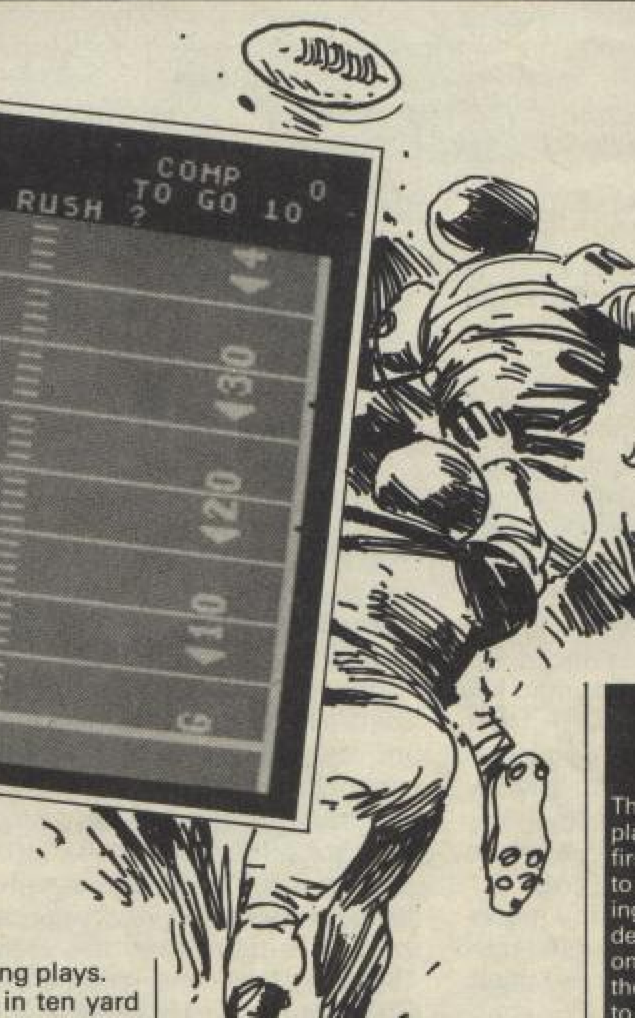
ON-FIELD FOOTBALL

Activision, £10.99 cass, £19.99 disk, joystick only.

● **American simulation: complex tactics, crunching tackles**



The two teams go into their huddle to decide the next play.





At first I found the game disappointing because I was only playing against the predictable computer. Once you gain reasonable control over your plays, a different set of tactics and enjoyment reveal themselves. Non-fanatics probably won't like the game because they'll have to learn too many complicated rules, but two football fans playing against each other should find it very enjoyable. Certainly one worth persisting with.

American football is the game in question and this simulation is for two players or one against the computer. Instead of the normal eleven players you only have four a side, but this is about all you can control.

To start with you can choose a quarterback, wide receiver and tight end from the two of each on offer. These have different characteristics and your choice will affect the type of plays you should use.

Once your team is chosen and you've selected the length of the four quarters you can get into the action. You start with the kick-off and from there on the offense (attacking team) always faces up the screen. If you are receiving the kick, a player will automatically catch the ball and you then control him to run back down the field, while the computer controls your other men.

You will be tackled and two bodies will splat audibly to the turf. You will now have possession and can try to move the ball upfield. You're trying to score points by getting a touchdown (like a try in rugby) worth 6, a fieldgoal (like a penalty or drop goal) worth 3 or a safety worth 2. You can do this through a series of running and passing plays.

Progress is made in ten yard sections and you have four attempts or 'downs' to get more than ten yards - if you make it, you get another four attempts. There is a pause before each down, when the teams go into separate huddles to decide their next move. You must have the play called and executed before a thirty second clock expires.

Once the play is underway you control the quarterback - the other players will run their set routes and you have to time when to throw the ball, or whether to run with it instead. A pass will give you control of the intended receiver who must move to catch the ball (you hope) and run upfield with it.

Eventually you hope to get the ball into the opponents end-zone for a touchdown and the one point kick that follows.

You can relieve tired players at the end of the third quarter (there are four) and you also have three timeouts per half to stop the game clock.

The player graphics are fairly simple on the all-green screen and there is only the occasional start, finish and scoreboard tune to add to the tackle sound effect.

BW



I don't know too much about American football, and I found this a difficult game to get into. By removing the game's violence and adding some complex control, what do you end up with . . . a fairly boring sports simulation.

Planning your plays

The offensive and defensive plays are fairly complicated at first and will take a lot of practice to get used to. They differ according to whether you're attacking or defending and involve choosing one of several types of play and then giving specific instructions to each player.

The patterns that the players run are detailed in the instructions and once you've learnt them you may be able to come up with quite complicated plays.

The diagrams and joystick controls will at first appear very confusing but perseverance will reveal that the action is in fact fairly straightforward.

Once you've found a successful play against the computer you can simply keep repeating it - something of a flaw in the game design. However human opponents will prove more unpredictable.

Rating	Score	Comment
PRESENTATION	78%	Good instructions with clear diagrams, but heavy going for the beginner.
ORIGINALITY	73%	First attempt at a full simulation.
GRAPHICS	52%	Chunky sprites which occasionally pass through each other.
HOOKABILITY	37%	Difficult rules and control are offputting.
SOUND	55%	Great splat tackle noise plus touchdown and title tunes.
LASTABILITY	71%	For the enthusiast it presents an admirable lasting challenge.
VALUE FOR MONEY	62%	The enthusiast will like it but not many others will.



On top of the US Goldmine

Massive! Superb?! Exciting??! Rich!!! Greedy??!!!! All kinds of words are used to describe US Gold, the people who in the last year have shaken the British software industry to its core. To get the lowdown on the company, Zzap ed Chris Anderson trekked to their massive premises in Birmingham and recorded this interview with US Gold general manager TIM CHANEY.

ZZAP: **Everyone knows that US Gold is big. But how big are you?**

CHANEY: Our first year turnover is expected to be $6m.

So how does that compare in size to other British software houses?

I suppose our turnover is actually comparable to our output - and our output is immense. We do put a lot of products onto the market. I don't think there's anything wrong with that. Basically the UK market in 1985 is big enough for, say, a maximum of 400 hit products, a hit product being one which maybe sells over 10,000. As far as I'm concerned there's nothing wrong if US Gold have 150 of those products - if that 150 has been advertised OK and gives the consumer better value for money than its counterparts.

You expect to release 150 new games this year?

That figure takes it across all the machines. On the 64 alone I think we'll probably be putting out 70 to 80 new titles. That's a lot of products.

I guess that's quite a bit more than anyone else?

Well, I would have thought so. But there again we spend nearly five times as much on advertising as our nearest competitor anyway. So maybe it's relative to our advertising. The fact is there's a difference between a lot of the advertising that goes on and US Gold advertising. With the exception of one ad that comes to mind as being a little lacklustre, I think basically the US Gold ads, because they use very high intensity colour, they are very jump-off-the-page ads. They add a lot of colour and panache to a magazine, and they are very expensive to produce.

And how many of the year's new US Gold 64 games would you expect to see in the charts?

Depends what you mean. If you're talking about the top 50, I'd expect 80 per cent would be there. That's a very aggressive stance to take, but at this moment in time *every* US Gold release has charted in one chart or another. Why should we break that pattern?

Do you think the average American game is better than the average British game?

It depends how you evaluate games. I think a lot of British software is great. A lot of it stands out for various attributes. But I think basically that a lot of American titles take a lot longer to write and are a lot more costly to research. Things like *F15 Strike Eagle* took nine months to write, was play tested by three F15 pilots, and the president of the company is a combat pilot with 3000 hours, so he knew that the end product would be as identical as a program can be to a real simulation. *Solo Flight* is used at 20 flying schools in the States. The same kind of work goes into the arcade games. Things like *Beach Head 2*, it's been about eight months in the writing. And programmers over there are paid anything up to £35,000 to produce decent software.

Which is presumably why software is so much more expensive in the States.

That's correct.

What is the going rate at present?

Most of it is 29 or 34 dollars a time. But an ad in the States costs £4,000 (*about five times the UK cost - Ed*). And then you have to pay people like K-mart £40,000 to do promotion. You are talking big bucks. We are not there yet. We're still at the level where you try to do a deal here and a deal there.

OK, so the stuff costs 30 quid in the States, how is it that US Gold can sell it for ten quid over here?

What Geoff Brown had to initially do was to convince the Americans, that if they reduced the retail price and bought the programs into the UK to be manufactured under licence then the extra volume of UK sales would recoup the States enough money to give them a decent return on it. The first two companies that acutally agreed to do it were Access and Micro Prose, Access putting out *Beach Head* and Micro Prose putting out *Solo Flight. When people saw Beach Head*, it changed a lot of the writing in the UK because it was just a cut above. Those two products between them have sold about 190,000 copies, with *Beach Head* taking the bulk.

So which way are things going? Are games going to change?

I don't know how much the arcade element, the graphics element can be improved. But I think what is happening is that people now want more than four or five hours out of a piece of software. We've got to produce software that is longer lasting, as it is in the States. It needs - what do you call it in your magazine? - lastability. That's where things are going, towards lastability. If I paid $8 for a piece of software and play it for four hours, that's cost me $2 an hour. That's expensive. We're now planning to launch a new brand, not called US Gold, to licence products that will be played for two or three *hundred* hours.

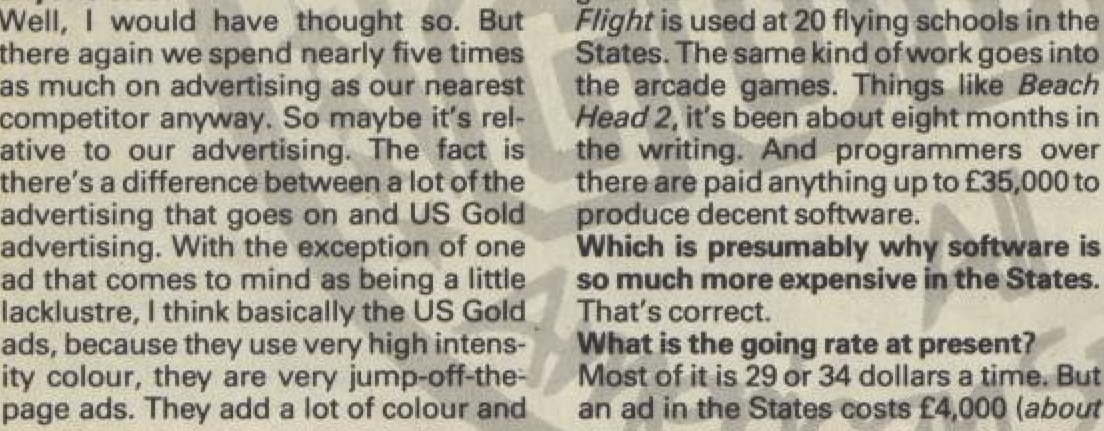
How do you negotiate all these deals? Does Geoff Brown spend a lot of time in the States?

No. Basically, we have three people in the States working for us. Their objectives are to source American software. They do source a great deal of what we get hold of. The thing is, if you're an American software company, why should you give your software anywhere apart from US Gold? Some good American titles brought to the UK by other companies have not done well.

What would you say to people who say US Gold are very slick, very clever, but are basically marketing people, they're out there to make a lot of money, but they don't really care about games?

I'd say that the industry has matured, right? When an industry's a growing industry, you get a lot of cottage-industry type sitations. When an industry starts to reach maturity, that's when the marketing people and the professional people come in. The entry level

The building housing the US Gold offices and Centresoft warehouse.



"IMPRESSIVE!"

Origins and links

US Gold has close links to two other software houses, Ocean and Gremlin Graphics, and the distribution company Centresoft.

Basically Centresoft's directors Geoff and Anne Brown were the people who set up US Gold in the spring of last year. As business boomed they forged a close relationship with Ocean through directors David Ward and John Woods for help in marketing the games and in writing conversions for other machines.

Meanwhile the Browns played a key role in setting up Gremlin Graphics to give themselves a neat full house: distribution company, licensing company and software house.

in the software market is high now. You can't just have $1,000, buy a single-page ad and expect to sell some. It's a professional's industry. If somebody has a game which is technically the best game on the market, and I had a US Gold game that was an above average game, I could probably sell more of the US Gold game.

So you would take pride in being able to sell a game which you might even admit wasn't as good as a competitor's game, but because you can actually market it better, you sell more copies.

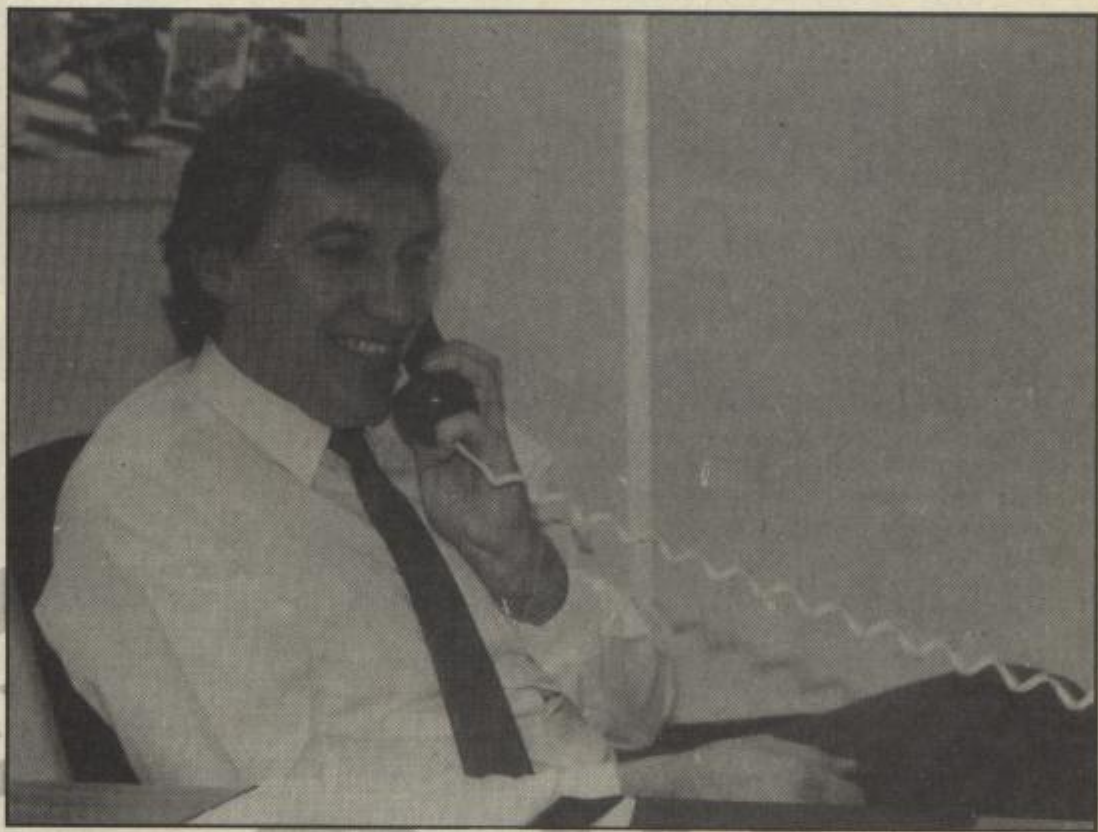
I think if our competitors have a good product, and they don't know how to market it, they should maybe come and ask us how to market it.

But some people would say that what you're talking about here is hyping games.

I suppose the meaning of 'hype' is misrepresentation of a product in order to secure unwarranted sales. To my knowledge we have never misrepresented our products. We've never had to say 'this is the greatest' because only the buying public can make that decision. Yes we do advertise very heavily, but then we represent 24 US software houses who all want to see their product advertised. We believe in the quality of our products and we have to bring them to the attention of the public. The buying public want to know about our releases. They won't thank us if they buy an average software title because they were unaware that products of the calibre of *Dambusters* and *Bounty Bob Strikes Back* were just around the corner.

Do you think there's any risk that you can actually shut out some of the creativity and originality in the British software market by raising the stakes so that small companies can't compete?

Well, it's nobody's intention to do that. The only problem with originality is that it's only any good if someone wants to buy it. If I had a green and purple suit, it may be original but I can't sell it to anyone. At the end of the day we are about selling software. Having said that, I've got to reiterate that we try and get the best. Out of about 35 releases that US Gold has put together, I would say that three or four of them only are average, the rest are very hot product. And some of them coming in are of a higher standard still. In the past US Gold has been selling basically older, back catalogue American software. We now have parity with the States in terms of production. We are waiting for *Beach Head 2*, we are wait-



Tim Chaney

Thousands of games ready for distribution



ing for *Kennedy Approach* by Microprose - but they're not yet out in the States. When they come out in the States, within a month, when they have a cassette version, they'll be available in the UK. Therefore a after a product's been worked on a year in the States and comes out, it'll go straight into this market. So it's going to be tougher for the guys over here now on in. It won't get any easier. I think sometimes software houses think they have a right not to compete against imported products. Any industry in any country competes against imported products. Software is no different. You either match it or you suffer.

Returning the flak on Raid Over Moscow

What about the actual titles you release? Some of them have been a bit controversial - like *Raid over Moscow, Nato Commander, Strip Poker* - where do you draw the line?

Well we certainly wouldn't draw the line at *Raid over Moscow* because really the only controversial thing about it is the title. I can't get away from the fact that it is an offensive title. In fact in the States it was marketed under the name *Raid*. But the actual scenario inside the program isn't going to indoctrinate anyone. Nobody really believes that if they get inside the Kremlin during a nuclear war that they're going to throw a disc that rebounds off a wall to knock out robots arming nuclear weapons. I think it's just a very good game - technically it's a clever game, graphically brilliant. The 64 users deserve that standard of software whether it's got a title like that or not. Any other British software house would have taken *Raid over Moscow* if they had the chance. You show me one that says it wouldn't, and I'll show you a liar.

So you don't lie awake at night worrying that you're helping to bring up a generation of warmongering kids.

Listen, I'd rather have a generation of kids that extend their aggression on a 64 rather than take it onto the streets. I don't think you can compare a computer game to reality, not that kind of computer game.

Are there more controversial ones on the way?

Well, very shortly we're bringing out another Microprose product, called *Mig Alley Ace*. People will probably initially think that we're talking about (American) F15s fighting (Russian) Migs now, but the fact is, the only war in which Migs were used was the Korean war. That's when the game takes place. Really, I don't think it's controversial at all.

The massive US Gold catalogue

Here's the complete list of titles released for the 64 by US Gold since it started last year. They're grouped according to the American company they were licensed from.

ACCESS	**Beachhead, Raid Over Moscow**
COSMI	**Aztec Challenge, Caverns of Khafka, Forbidden Forest, Slinky, Super Huey, Talladega, Monster Trivia**
DATASOFT	**Bruce Lee, Dallas Quest (disk only), O'Riley's Mine, Pooyan, Pole Position, Pac-Man, Mr Do, Dig Dug, Conan the Barbarian (disk only)**
ARTWORX	**Strip Poker**
FUNSOFT	**Flak, Snokie**
SEGA	**Zaxxon, Tapper, Spy Hunter, Buck Rogers, Congo Bongo**
J V SOFTWARE	**Mystic Mansion**
MICROPROSE	**Nato Commander, Spitfire Ace, Solo Flight, F15 Strike Eagle**
MINDSCAPE	**Indiana Jones**
GRAPHICS PEOPLE	**Stellar 7**
CENTRESOFT	**Datapro, Textpro**
SYNSOFT	**Fort Apocalypse, Blue Max, Sentinel, Drelbs, Doughboy**
SSI	**Battle for Normandy, Combat Leader**
BIG FIVE	**Bounty Bob Strikes Back**
SYDNEY PRODUCTS	**Grog's Revenge, Dambusters**
ORIGIN SYSTEMS	**Exodus: Ultima II (*All American Adventures label*)**
ARENA GRAPHICS	**Dropzone**

And just round the corner...

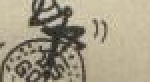
US Gold say these are just a sample of the goodies to come:
JUNE: Kennedy Approach, Championship Boxing
JULY: Stunt Flyer, Blue Max 2001, Tigers in the Snow, Knights of the Desert, Ghost Chaser, Mig Alley Ace
AUGUST: Beachhead II, Beer Belly Burt's Brew Biz, Whirlynurds, Castles of Dr Creep
SEPTEMBER: Stealth . . .plus lots more.

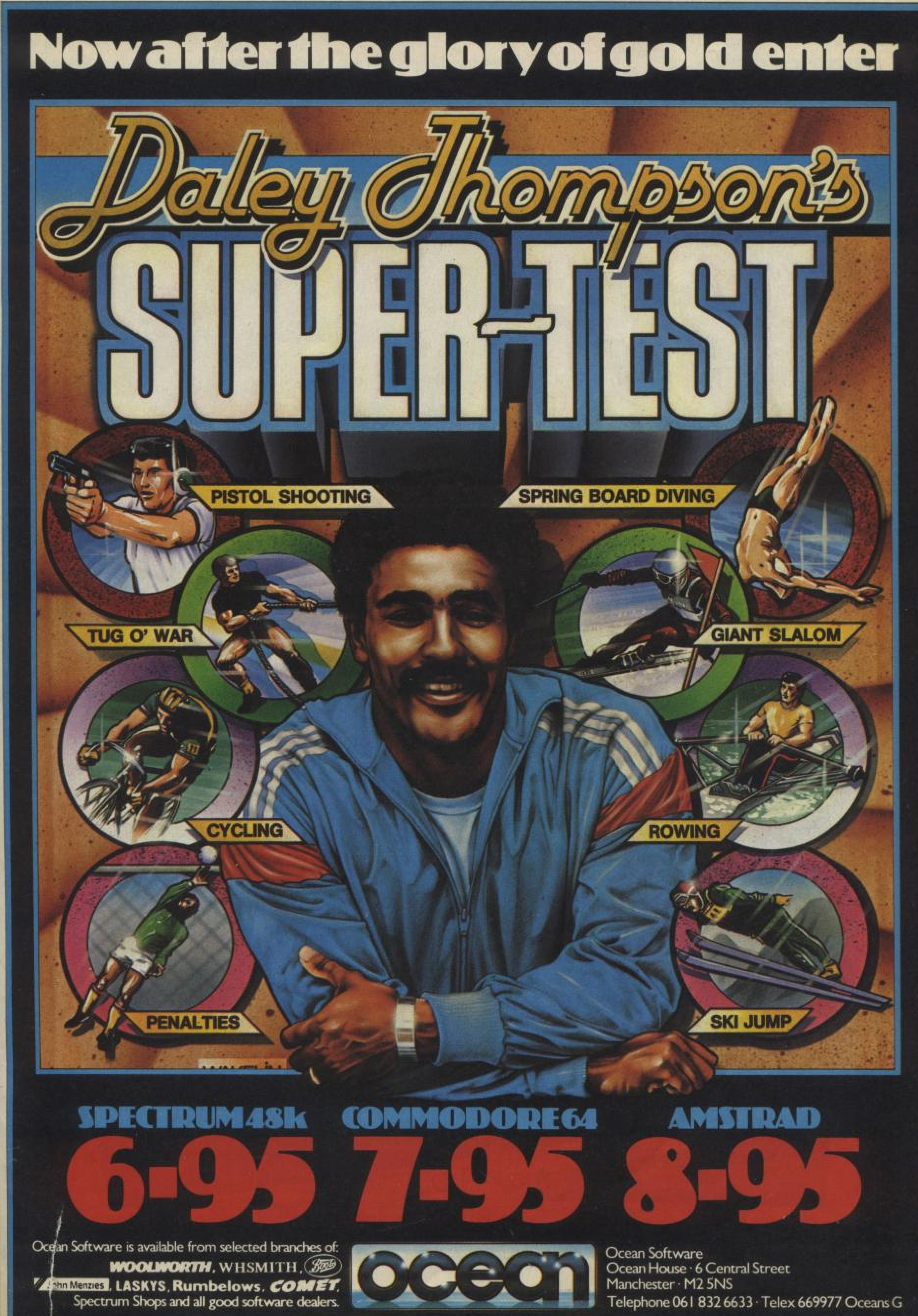
Piling up the titles. Geoff Brown (left), Tim Chaney and stacks of US Gold cassettes.





Quote from Geoff Brown, US Gold director, on why the company release so many titles:
'If we don't release these titles someone else will anyway, because they're available for British licencing. So when we put them out, we try to choose the best programs, and because we're so strong now on licencing, people are offering them to us before they offer them to anyone else. A lot of the American games released here by other companies are ones that we rejected.'




Now after the glory of gold enter
Daley Thompson's
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Pyjamarama *was criticised for being ultimately too simple but that certainly can't be said of this follow-up. The familiar format means players of the first game will feel at home but the multi character control and new tasks will pose everybody a challenge. Getting started may be frustrating but once the tasks start to get solved you'll have hours of fun and fury cracking each job.*



Members of the gang

After considerable time spent playing the game we are able to give this brief run down of Wally and his bumbling gang of four (no, not the SDP):

WALLY. A builder and odd job man by trade, and gaffer of the group by nature. Will perform many menial tasks such as mixing cement.

WILMA. Wally's wife. Likes to do the shopping when she has the time and money to do so. Enjoys reading and collecting novels, but only if they're a complete set in the correct order. Would like to stamp out parcel theft.

TOM. Punk and ace mechanic. Doesn't charge for his services on flat batteries. Don't let Wilma's hobby and Tom's jump, lead you astray though.

HARRY. Hippy and electrician. Drinks vodka and orange while he works and enjoys the odd game of asteroids - the *really* odd game. His current record is 40. He's an insular kind of guy, but likes to 'pile on' the work.

EVERYONE'S A WALLY

Mikrogen, £9.95 cass, joystick with keys or keys

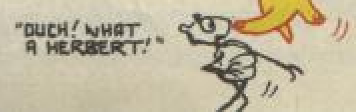
- **Wonderful, teasing follow up to Pyjamarama**
- **Multi-character control, great graphics, wicked puzzles**





Wally and his wife Wilma begin the game by the broken fountain









Wally, a renowned boozer, heads straight for the pub



This is a lot harder to get into than Pyjamarama ever was, and may prove initially offputting to most. It's worth persevering though, since once you do get going and actually solve a few problems, it becomes EXTREMELY compelling. You don't happen to know what the red herring and tin of baked beans could be used for, do you?



When *Pyjamarama* was released it broke new ground in arcade adventures with its brilliant use of objects to set teasing puzzles. *Everyone's a Wally* takes its predecessor a stage further in gameplay, and is the first arcade adventure to feature multi-character control.

The game looks and feels like *Pyjamarama* — the graphics are excellent with large, colourful, varied locations and five high-res well-animated characters. But being able to control these characters adds a new dimension. Each of the characters has their own particular skills (*see panel*), and if left uncontrolled, a will of their own.

The game is set in a town of about 40 locations (each a different screen), and some 40 or so objects lying around, for example a parcel, an empty bottle and a monkey wrench. Working out what to do with these is the aim of the game.

Different types of nasties occupy some of the locations and move around screen in predictable patterns. For example there are a pair of postage stamps floating around in the post office.

Most of the objects have a useful function, while some are red herrings (in fact one actually *is* a red herring). To pick up an object you simply walk over it or jump through it. Only two objects can be carried at one time, and will be displayed at the top of the screen.

These objects must be used to complete various jobs, such as stamping a parcel to be taken to the docks, building a wall and mending a fountain. This is where the problems start - certain tasks can only be carried out by certain characters. These are usually dependant upon their trade, and just to help you out there just might be one or two cryptic clues scattered about this page.

Whenever someone finishes a job they get paid a certain amount depending on the complexity of it, and it goes towards the gang's pay. When a certain amount is reached then tea breaks are awarded.

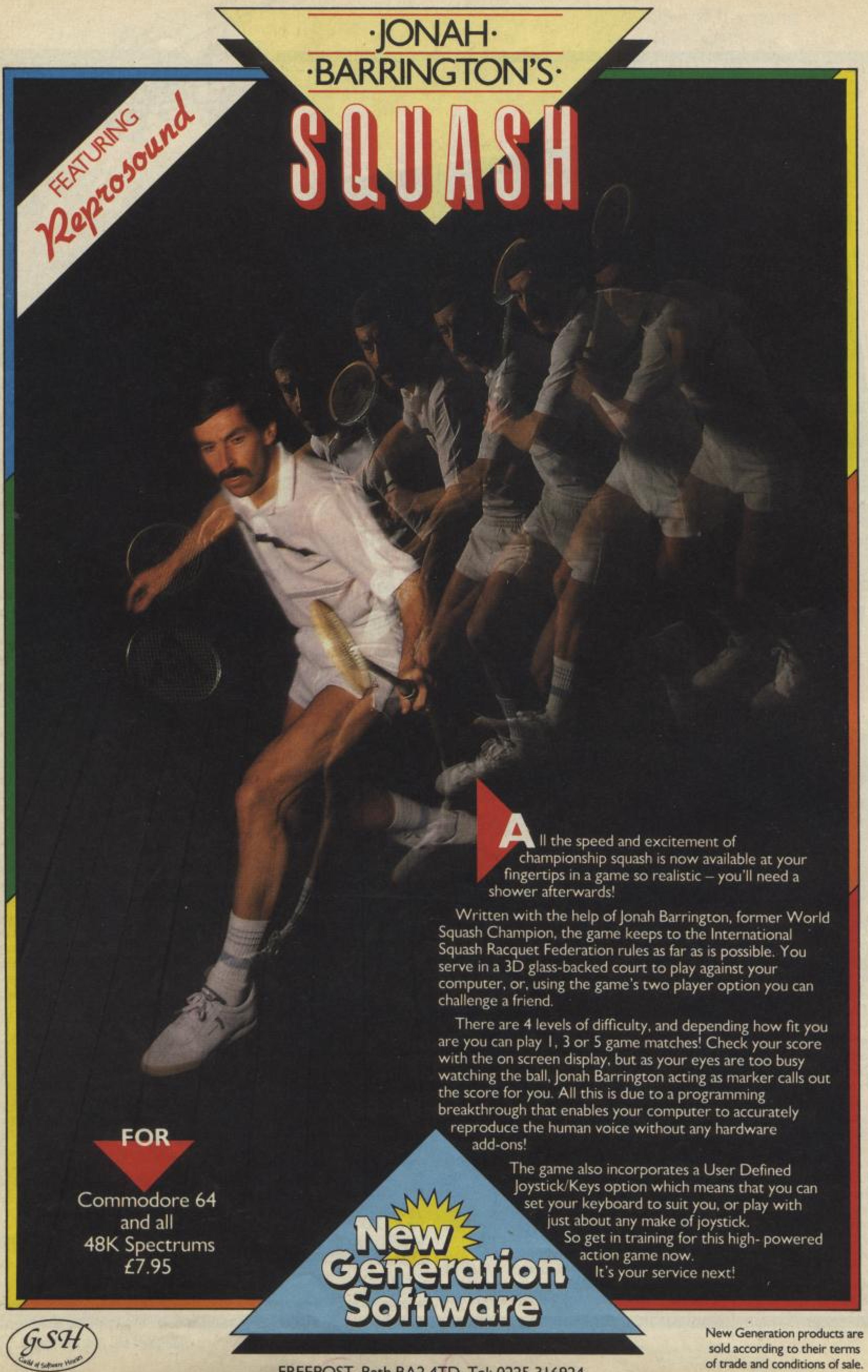
There are five main jobs to be done, but each can only be finished by previously completing simpler tasks. When you do actually finish a major job, you can get a letter towards the combination of a bank safe. The letters must eventually be taken back to the bank and used in the correct order to open the safe. The gang can now have their well earned wages, and you the glory of completing the adventure.

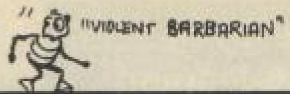
You start the game in the town square with control over Wally. If you wish to control another character you must first occupy the same location as them. Pressing the corresponding number key will then transfer control to the required character. If the relevant character isn't present then selecting their number will just give their current position.

The five characters have individual endurance factors, in the form of three lives. Contact with anything nasty will decrease their endurance until a life is lost. When all three lives are gone then the game is over. But if one character is close to death, you can always switch to another and continue the game.

Fortunately there is food lying around which can be eaten to boost endurance. Unfortunately each character, excluding Wally, is fussy about what they eat, and some foods are better for them than others.

Rating	Score	Comment
PRESENTATION	76%	Pleasingly packaged with free single. Deliberately sparse instructions.
ORIGINALITY	64%	Pyjamarama-based with multi-character control, new plot.
GRAPHICS	84%	Large and colourful. Well defined and nicely animated.
HOOKABILITY	66%	A lot of initial frustration and puzzlement.
SOUND	47%	Screechy title screen music and sparse sound effects.
LASTABILITY	87%	Extremely difficult challenge, potentially months of brain-work.
VALUE FOR MONEY	82%	Another great Wally of a hit from Mikrogen.


·JONAH·
·BARRINGTON'S·
SQUASH
FEATURING
Reprosound
All the speed and excitement of championship squash is now available at your fingertips in a game so realistic – you'll need a shower afterwards!
Written with the help of Jonah Barrington, former World Squash Champion, the game keeps to the International Squash Racquet Federation rules as far as is possible. You serve in a 3D glass-backed court to play against your computer, or, using the game's two player option you can challenge a friend.
There are 4 levels of difficulty, and depending how fit you are you can play 1, 3 or 5 game matches! Check your score with the on screen display, but as your eyes are too busy watching the ball, Jonah Barrington acting as marker calls out the score for you. All this is due to a programming breakthrough that enables your computer to accurately reproduce the human voice without any hardware add-ons!
The game also incorporates a User Defined Joystick/Keys option which means that you can set your keyboard to suit you, or play with just about any make of joystick.
So get in training for this high- powered action game now.
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ZZAP! TEST

A mindless massacre of great proportions is the thing that shoot-em-ups are made of and this has the right ingredients. Plenty of fast moving, frantic action to keep the reflex merchants happily murdering and being murdered. Games of this calibre are few and far between on the 64 and this provides enough aggression to even remedy a hard day at the Zzap office.

The action takes place on the circuit board of the 6510 chip inside the 64 and in some ways is reminiscent of the arcade game *Defender*. You patrol the circuit trying to protect a collection of 'base units' - small coloured squares which are preyed upon by the evil Destructors.

You are given 35 base units initially and must kill 20 destructors in order to progress to further levels. Each new level sees the return of a full complement of units for you to look after.

The actual circuitry is larger than a single screen, and scrolls in all directions to compensate. It is a good representation of the internals of a microchip, complete with components and wiring.

It's this maze of wires that your craft moves along. There are several dead ends around the maze, where your base units are normally found.

Due to this unusual structure, strange things occur in play. The most noticeable is the firing. When you release a bullet it follows the path of the circuit until it hits something nasty goes off screen.

Another more frustrating example is when something nasty occurs on an adjacent, but separate wire to you. You can't immediately do anything, and usually have to work your way round an awkward piece of maze before you can.

You have five lives with which to defend your base units for as long as possible, and an extra life is given at 10,000 points (unfortunately the only one given).

In case things should get a little too heavy, you are provided with a form of smart bomb - the hypercharge. This is in fact a 're-chargeable smart bomb', and is activated by a swift bash of the spacebar. Anything hostile on screen will then be destroyed instantly. Once used, the hypercharge needs around fifteen seconds to replenish itself, and can be used as many times as you wish.

Each of the five nasties, yourself and your base units are depicted with graphical simplicity. Even so, they don't offend the eye, and suit the game well.

As is the case with the graphics, sound is simple, but competent. A frenetic piece of music adds to the hectic pace of the game, but even so, it does become tiresome to listen to after several plays. Sound effects are good, and befitting for such a game. It's a shame to lose them for the sake of not hearing the tune, and a music off facility would have been appreciated.

GP

The Who's Who of the circuit.

Here's the lowdown on the game's evil inhabitants:

DESTRUCTORS. Look like a squashed green poppy with a glowing centre, and are worth a mere 100 points. They move slowly about the circuit in search for your base units, firing occasionally as they go. They represent no real threat, but on abducting a base unit they mutate into the more vicious...

CHARGERS. The green, and deadlier version of the above. Faster, and more aggressive than it's previous incarnation, it spews out a lot of bullets in your direction. Awkward to avoid and just as difficult to shoot.

PULSERS. Look rather like blue liquorice allsorts, with pulsating acne. This prize pain roams slowly around the circuit, releasing mines onto the tracks, and bullets in your direction. Worth 300 points, it has an annoying habit of leaving a mine for you to kill yourself on, as you run into it shooting. Any mines left behind will disappear after a short spell, but during their stay nothing can pass it - bullets, enemy or your good self.

FIGHTERS. These fly across the surface of the chip, throwing out a few bullets as they do so. They resemble a butterfly with only one set of wings and a glowing centre, and are worth 400 points. They can only be killed when they are crossing a track, and a well timed shot intersects with it. Difficult to hit, but not too hard to avoid.

MAINS SPIKE. This mass of charge, looking like a piece of epileptic cotton wool, appears at intervals during the game. It moves fast and is certainly furious, spewing out bullets as it goes. Very difficult to avoid, and is usually killed more by luck than design. Worth 500 points, the cream of the crop.

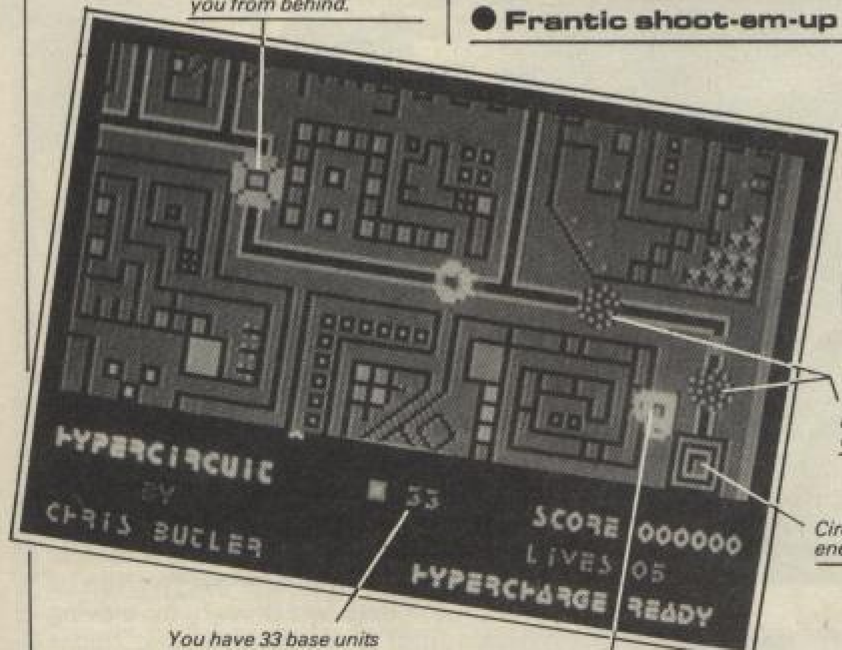


I very much enjoyed the arcade feel of this game with the sound effects, graphics and action all having that frantic zapping nature about them. Not the hardest game to understand or play, with the philosophy of blast anything and everything in pursuit of a high score. The scenario and enemies are clever but the most important thing is that you could zap on this for hours.

HYPERCIRCUIT

Alligata, £7.95 cass, £11.95 disk, joystick only

● Frantic shoot-em-up inside a microchip



A destructor sneaks up on you from behind.

Mine layers leaving a deadly trail.

Circuit point where enemies emerge.

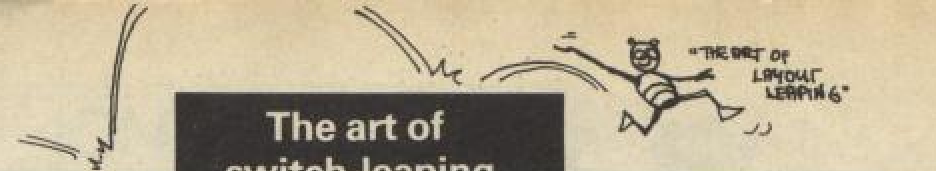
You have 33 base units left.

A fighter skims low over the circuit.



I like it. Zapping and zipping around the network of wires is exciting and enjoyable stuff. The average graphics and sound are by no means detrimental to the game, as an immensely playable nature holds it together.

PRESENTATION	ORIGINALITY
62% Skimpy cassette cover instructions, but reasonable help on screen.	68% A pretty unusual approach to a shoot-em-up despite Defender ideas.
GRAPHICS	**HOOKABILITY**
64% Credible sprites, pleasing spectacular.	83% Luv a good zap
SOUND	**LASTABILITY**
62% Reasonable shoot-em-up sonics. Pacey tune can annoy.	73% Plenty of fast action to keep you stimulated for some time.
VALUE FOR MONEY	
75% A fast blast at a nice price.	



The art of switch-leaping

One of the hardest aspects of the game is trying to make sure that once a switch is off it stays off - having passed over a switch once to deactivate it, you may find you have to pass by it again to escape from a dead end. This means you could find yourself switching it on again

In order to get back over a switch in a tight corner without reactivating it, you have to stand as close to the handle as possible and jump up, moving left or right at the peak of your jump. Where you can get a run up this doesn't apply but on the third screen this technique is particularly useful.

MORE ADVENTURES OF

BIG MAC

THE MAD MAINTENANCE MAN

Mastertronic, £1.99 cass, joystick or keys

● **18-screen platform game, excellent value**

Budget software really has carved a little corner for itself in the market and with games like this it's no wonder. It may be based on the good ol' platform game but it's got plenty to offer and at a great price.

You play Big Mac who has to walk, leap, climb and float his way around an enemy power station shutting down each of the 18 power vaults (screens). You do this by finding and pushing switches which are usually very tough to get to.

The switches control a host of defensive barriers and flicking them off will remove the obstacles that bar you from reaching the exit on each stage. These defences are different on many screens but all can be deadly.

The most common problem is the simple force wall which blocks off sections of the screen. It won't kill you unless you hit the top or bottom of it but it will prevent you going past. Other problems are rotating gun turrets which fire shells, bubbling pits of acid, moving electrical charges and crushers.

You find your way around most screens by using ladders, lifts and your own jumping capability and even by falling from any height. You can also move while falling which comes in handy when drifting across a long gap.

On each screen there is a limited amount of air which runs out and a bonus that ticks away the longer you take. If you can make it to the exit you move to the next stage and gain an extra man.

The animation on your character is amusing with a hat that flies up and down as you leap. The tune that plays throughout the game adds nicely with a fine range of expression.

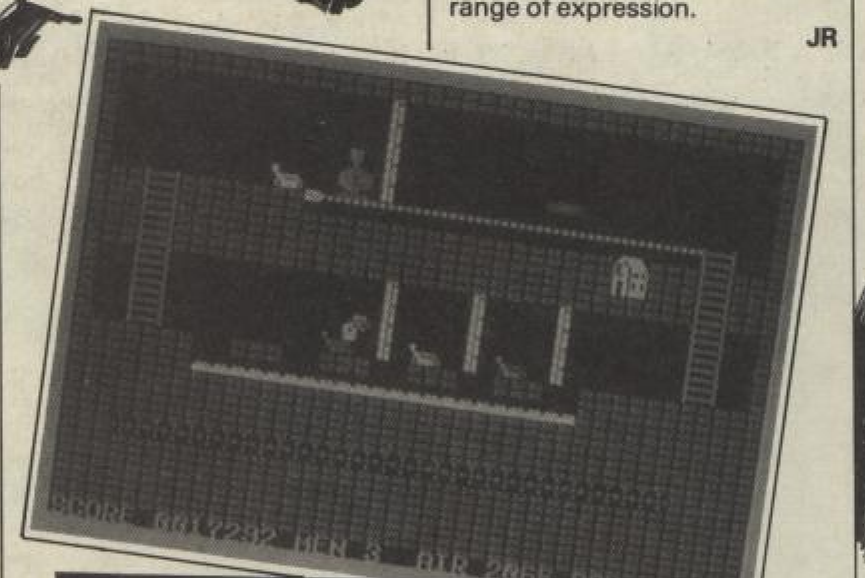
JR

This is splendid value for money with 18 action packed screens, passable graphics and a lovely tune. The jumping can be a bit annoying at times but on the whole it is very playable. With an extra man per screen you may find it easier to crack the many games but the nasty hazards still have a lot to offer. Definitely worth buying this one — not so long ago it would have been worth a much higher price tag.



Another addition to the infamous Mastertronic range. This one though is pretty good and definitely an improvement on some of the older stuff. Although an antique platform game there's enough originality to keep all the jumping and exploring fanatics happy. Personally, I didn't like it much, but then I loathed Manic Miner.





Mac (centre left) has four switches to flick (the fourth is top left) in order to get to the exit house near the right hand ladder. But there's a cannon (top) and a lethal liquid bath (centre) to watch out for.

Yes, not a bad game. Even better when you consider its price. All the features that you'd expect of a game costing four times as much. The on-screen presentation, music and graphics are all above average, and I particularly like the animation of Big Mac when he jumps, his hat jumping with him. Plenty of exciting platform action to keep you busy for some time, and a veritable bargain at two quid.



PRESENTATION		**ORIGINALITY**	
58%	Simple instructions and hi-score table. Mastertronics cassette box.	24%	Apart from the switches it's the same old platform stuff.
GRAPHICS		**HOOKABILITY**	
59%	Crude but with nice animation on main character.	65%	Platforms prove pretty addictive as usual. Switches fiddly at first.
SOUND		**LASTABILITY**	
65%	Nice tune plays throughout game plus effects.	67%	18 screens, easy at first but getting harder.
VALUE FOR MONEY			
79%	18 screens of action for very little cash.		

Everything about this game is simple and bland — graphics are undetailed, uninteresting and have as much colour as a corpse. Sound isn't much better, and asprin played an increasingly important part after much play.

You must collect the 24 pieces of a statue (one at a time) from around the edge of the screen, and bring them back to the centre where they're assembled. The pieces alternate with small, deadly dots, and care is needed to extract them.

Two different types of guardian float around the screen in an attempt to kill you. The first type is a couple of diamond shaped thingies that simply bounce around the screen in predictable patterns, but are still difficult to avoid.

The second is a sort of small blob with a claw, that homes in on you every so often - especially if you stay still for too long. Contact with one end kills you, with the other end kills it.



This is exactly 51p more than Mastertronic offerings and really doesn't come up to the standards of their latest £1.99 specials. The graphics are basic, so is the game, so is the sound and why a BBC screen shot on the 64 cover? Buy a Mastertronic and put the change toward the next issue of Zzap!

You are given a time limit in which to complete the screen, in the form of energy. This can be replenished though, by moving into a re-energiser that hangs around on screen.

Occasionally the small dots around the edge of the screen move towards the centre. Should any of them reach the centre, without you intercepting them first, then a life will be lost. Each time one of your five lives is lost, the bonus for completing a screen goes down.

If all of the pieces are assembled, then you receive a bonus depending on the number of lives remaining, and move on to a slightly harder version of the same screen. Yawn.

GP



ZZAP! TEST



I can't say I was overly impressed by this one screen game. The graphics are colourful and the idea is a neat one, but it is simple and extremely repetitive. The price tag means you might not feel too aggrieved if you buy it, but even at £2.50 I wouldn't lighten my wallet for it.

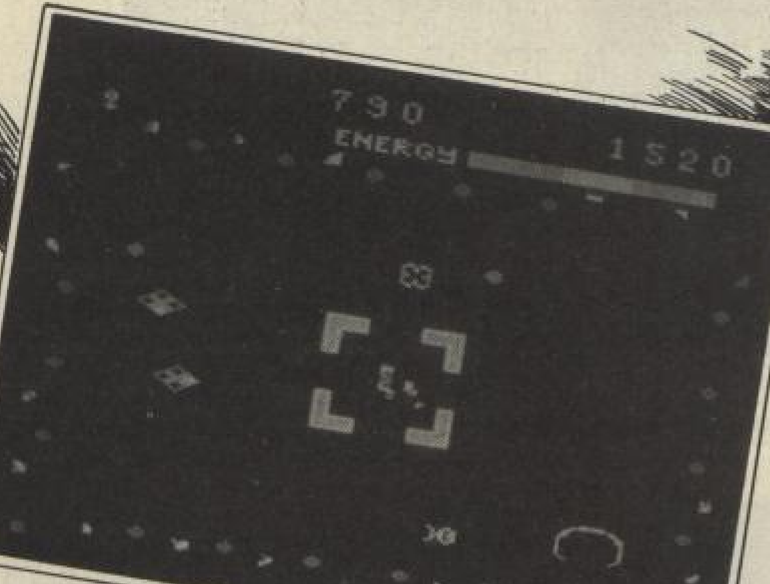
With cheap games increasing in quantity and quality with each new release, it's a shame to see Estra hit the streets. The single screen of 'action' soon becomes repetitive instead of compulsive, and it's not something I'd want to spend £2.50 on.



ESTRA

Firebird, £2.50 cass, joystick or keys

● **Cheap, simple, one-screen collection game**



The statue of Estra the Snake God is being built in the box in the screen centre. The diamonds, bug and dots are the guardians out to get you. The horseshoe-shaped object must be entered when your energy supply needs replacing.

PRESENTATION
48% *Standard Firebird cassette box. Adequate instructions. Annoying pause on death.*

ORIGINALITY
54% *Simple collect and build game with a few new touches.*

GRAPHICS
23% *Small, uninteresting characters. Not many of them.*

HOOKABILITY
48% *Fairly interesting to start with.*

SOUND
35% *Music at start. Simple effects.*

LASTABILITY
26% *Only one screen that soon becomes monotonous to play.*

VALUE FOR MONEY
43% *Very ordinary game at a low price.*

Tips on exploring

Try to walk around most of the time and only run when closely pursued — this should stop you getting overheated. When being chased try to block lions and natives with obstacles and if this fails, shoot them. When you've run out of bullets only then use your precious water supply and run.

Keeping very close to rivers and lakes edges will keep you safe, particularly where it is very jagged. You can also lose a posse of pursuers by nipping across a bridge.

The other important point to remember is to map everything so that you can retrace your steps on successive turns (and send us a finished map of course!).



You've just been mauled by a lion and the injuries result in your death

ALMAZZ

The Edge, £9.95 cass, joystick only.

● **Diamond hunt in 1700-screen playing area**



Q*uo Vadis* heralded the arrival of the BIG game. This one is even bigger featuring a multi directional scrolling landscape of 1700 screens. But is big still beautiful?

The action is set on an African Savannah and your task is to locate the Almazz diamond in the wilderness before the 40 day time limit runs out. The landscape is a green pattern criss-crossed by rivers and lakes. You can only cross these where there are bridges. The sound is a repetitive tune which can be turned off since there are no important sound effects.

The terrain is in 3D, although you only recognise this from the features on it, because you can't see the horizon. The features are trees, bushes, rocks, logs, tall stones and huts, all of which throw shadows.

You can move around the landscape at two speeds, either an automatic walking pace or running. The faster speed however causes you to heat up under the beating sun and you need frequent drinks of water from a flask. At walking pace you cool down gradually but there are two hazards that may hurry you along.

LIONS and NATIVES carrying spears appear in great numbers to harrass you. The natives only travel at walking speed but throw spears that can kill you. The lions can go at running speed once they have sensed your presence and can maul you if they catch you. You have a gun to defend yourself but it only carries six bullets at a time.

To replace your bullets you have to find a hut with an open door - once inside, game time will pass very quickly and you will gain a bullet every hour. Inside the huts you are immune but the rapid loss of time forces you back into the open. The other useful features are the springs at which you can replenish your water bottle.

In your search you may find some interesting objects lying around and, not to give too much away, some of these are pieces of a sacred tablet which go into a grid at the bottom right of the display. Other objects you'll have to find and use by yourself. There are also riddles to be found, and these are said to play a more central role than those in *Quo Vadis*.

Your temperature can rise fatally for lack of water or because of your injuries, but in either case you are back to the start with everything to collect again. For that reason it's advisable to map everything out so you know where you are going. Once you've found the diamond you'll have to solve a final puzzle and then you can claim the real Almazz diamond from The Edge.

BW



Trotting along at slow speeds through an immense savannah didn't exactly appeal to me, especially with the lack of action. I liked Quo Vardis *which had considerably more excitement but this, in my opinion, failed to live up to expectation of a grand sequel. I can see that this has giant exploration potential but it didn't grip me enough to justify hours of patient play.*



Although simlilar to Quo Vadis *in size, Almazz isn't so similar in play. There's a lot more strategy involved than before, but there's also a lot more wandering around to be done, with less action in the meantime. Still, at least the riddles should be a bit easier to solve....*

This massive game won't suit everybody's taste but once you make a couple of discoveries I've found you're hooked on exploring. Arcade zapsters may find it boring but if you liked Quo Vadis (and plenty of people did) you *should like this. It looks like it will be just as compulsive to explore and map and contains more of a strategy element than its predecessor.*

PRESENTATION
63% *Satisfactory. Nothing amazing.*

ORIGINALITY
67% *A new scenario and some novel game-play touches.*

GRAPHICS
61% *A mixture. Some pleasing landscape features. Simple animation.*

HOOKABILITY
64% *You may find the action slow, but the desire to explore is strong.*

SOUND
38% *Very forgettable tune that soon gets switched off.*

LASTABILITY
79% *The vast playing area offers weeks of challenge.*

VALUE FOR MONEY
70% *Plenty to do, plenty of challenge. But in terms of atmosphere and addictive appeal, perhaps not as good as its excellent predecessor* Quo Vadis.




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ZZAP! 64

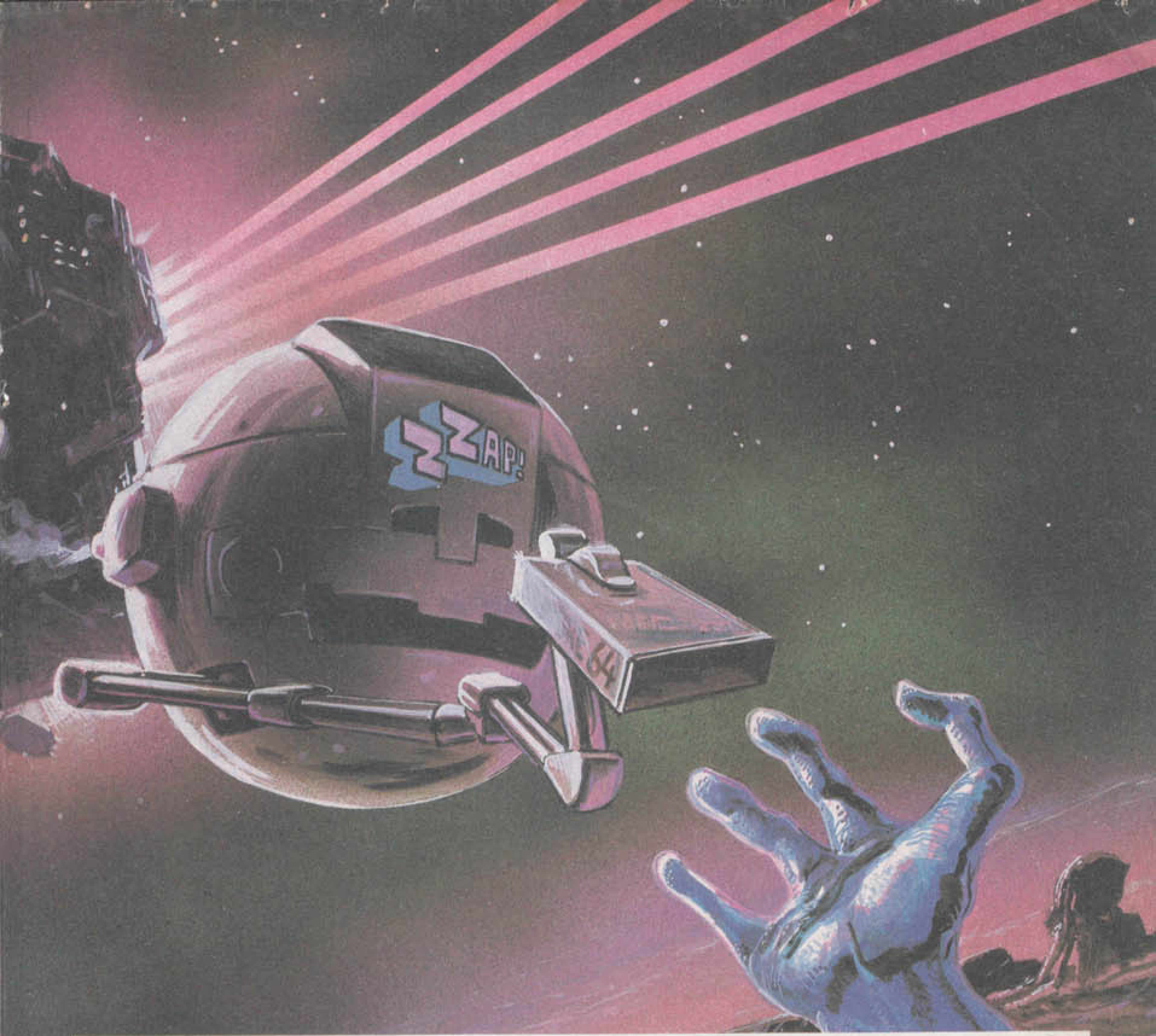
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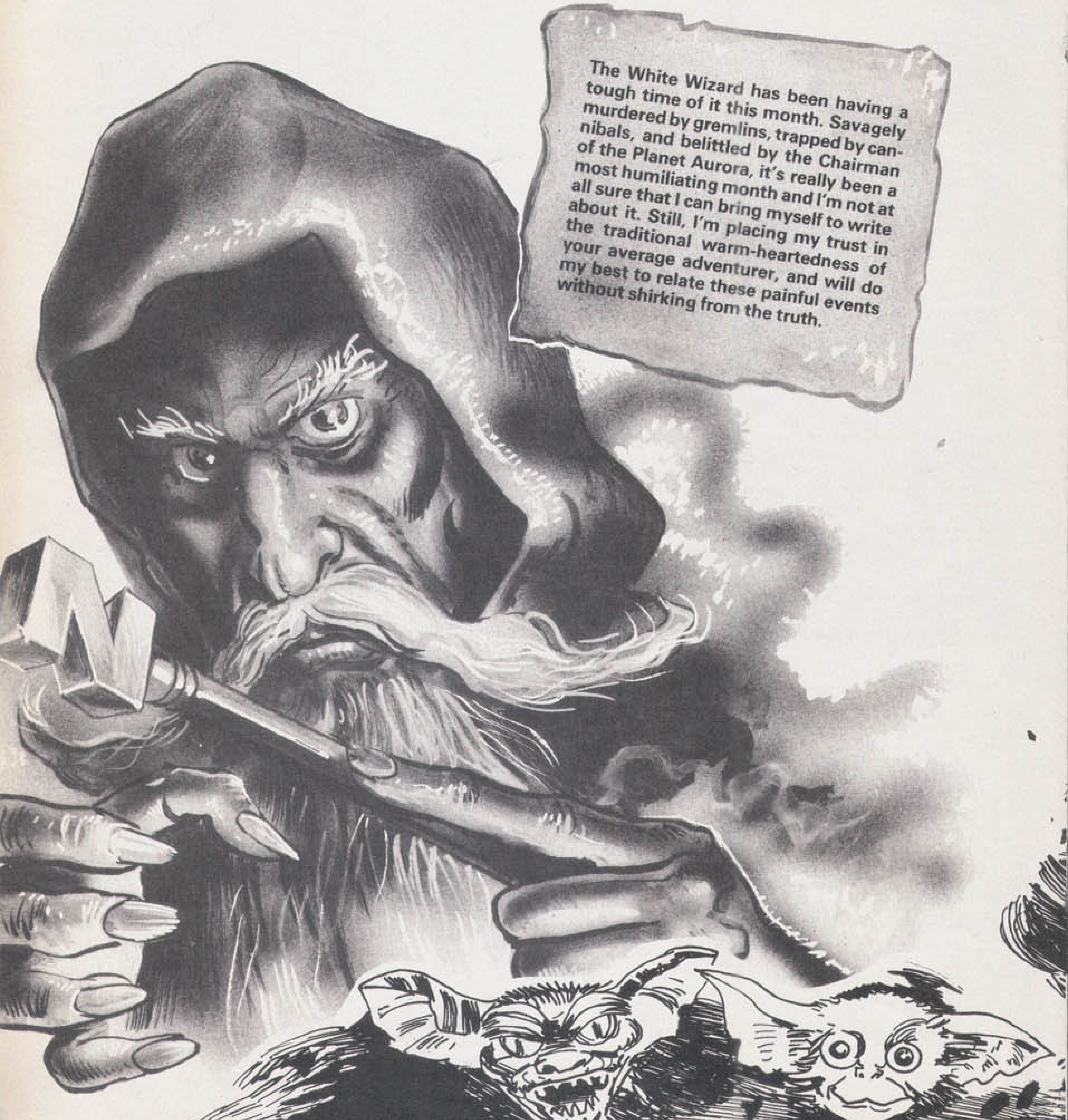
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OLIVER FREY

A complete monthly guide by the infamous White Wizard

ZZAP! adventure



The White Wizard has been having a tough time of it this month. Savagely murdered by gremlins, trapped by cannibals, and belittled by the Chairman of the Planet Aurora, it's really been a most humiliating month and I'm not at all sure that I can bring myself to write about it. Still, I'm placing my trust in the traditional warm-heartedness of your average adventurer, and will do my best to relate these painful events without shirking from the truth.

for all 64 owners who prefer games involving typed commands rather than wiggled joysticks.

First, my embarrassing experience with those pesky gremlins. I'm always excited by the prospect of playing a game created by Brian Howarth of Digital Fantasia fame - if you haven't tackled games like *Waxworks* or *Perseus and Andromeda* then you've been missing out. *Gremlins*, distributed by Adventure International, looks rather similar to the recent Scott Adams games (*Hulk* and *Spiderman*) with excellent split-screen graphics and a great storyline.

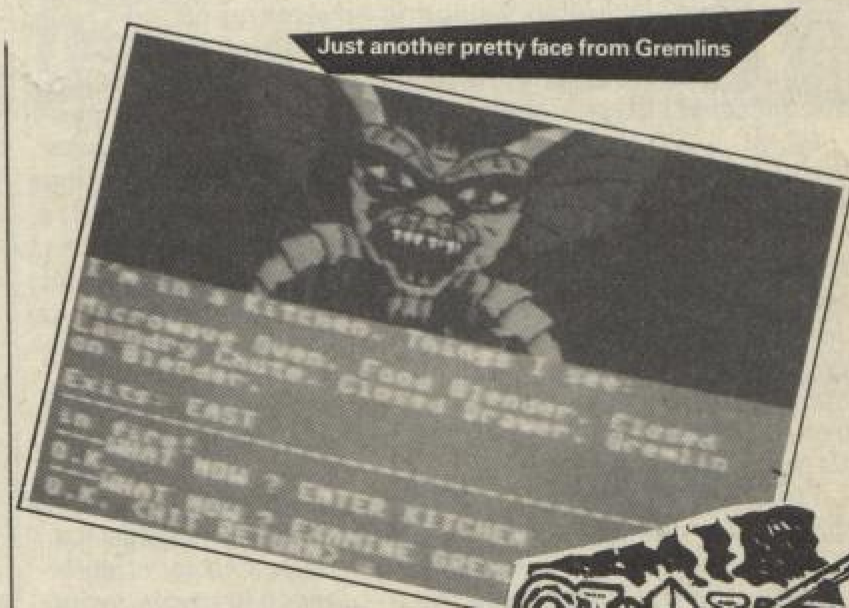
If you haven't seen the film, don't worry, since you can succeed in your task without having a degree in gremlin psychology - although I'm of the opinion that those who have endured the movie may survive a little longer in the game.

The graphics in *Gremlins* really are superb. Many of the screens feature animated gremlins - waving their arms, chucking darts (at guess who), and even ending up in the blender. Within minutes of switching on, I'd cooked myself a truly exotic meal in the kitchen, though unfortunately I didn't have time to sit down and enjoy it.

Before you could say 'knife and fork', in popped a gang of evil little green creatures who chased me all over the house and ended up by making mincemeat out of me!! For a wizard who's bested balrogs and had dragons for breakfast, this was really too much to bear. Even worse, however hard I tried, I couldn't get much further - not, that is, until I'd found a very useful piece of cutting equipment, but that's another story.

Gremlins has many enjoyable touches - enter 'Examine gremlin' (if there's one there) and you are rewarded with a close-up view of the horrible little creature. On my copy there was also a bug which, if you typed 'Enter' on its own, spirited you to a nameless location which is in fact part of a department store. Presumably the location's name was missed out of the data tables, but the effect can be rather confusing if you don't know what to expect. Adventure International assure me that the bug will be fixed on future versions, however.

There are over 40 locations, which isn't an enormous amount by today's standards, although you'll find quite a bit to keep you busy in each place. What's more you'll need to re-visit locations several times before you can get anywhere near cracking the game, which you do by wiping out the nasty little critters before they get you and the rest of the town. As it is, *Gremlins* is definitely up to Brian Howarth's usual high standards and worth splashing out on.


Just another pretty face from Gremlins

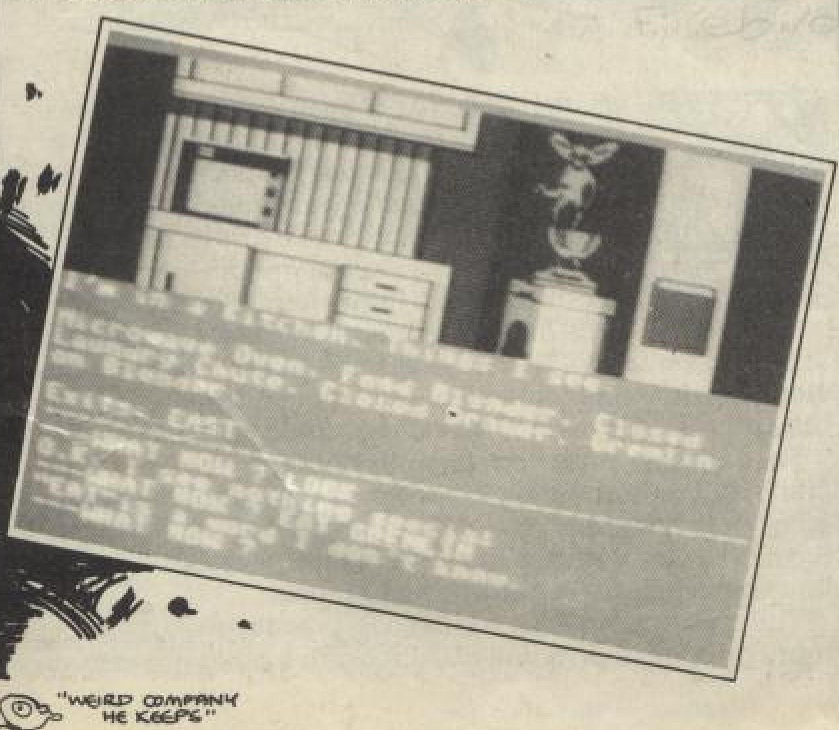


GREMLINS

Adventure International, £9.95 cass

Atmosphere	**82%**
Interaction	**65%**
Lasting Interest	**88%**
Value for money	**80%**







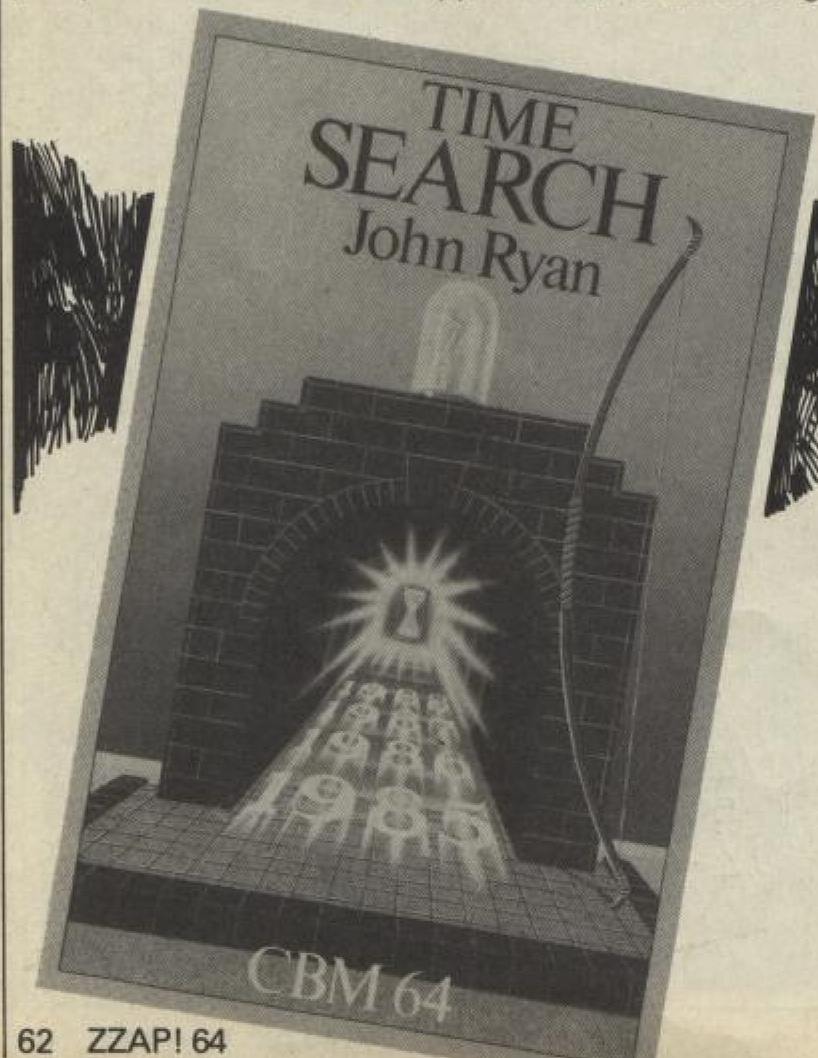
The name of Duckworth should ring a few bells for most adventurers. They publish a comprehensive series of adventure books, including 'Exploring Adventures on the Commodore 64' and 'The Adventurer's Notebook'. Recently, however, they've been branching out into games software and have released a number of titles, each of which uses the techniques propounded by Peter Gerrard in the Exploring Adventures series.

There are now three new titles on the market, *Colossal Cave* (yet another version of the old favourite, to join those by Melbourne House/Abersoft and Level 9), *Time Search* by John Ryan, and *Castle Dracula* by Ray Davies. The White Wizard had every intention of giving you the low-down on *Colossal Cave* this month but his copy was stolen by a mutant troll, so instead I'll tickle your fancies with details of *Time Search* and *Castle Dracula*.

Well, I'll TRY to tickle your fancies, but somehow I don't think you're going to end up shrieking with delight. Let's face it, neither of these two text-only games is exactly state-of-the-art. *Time Search* gives you the chance of owning your own time-machine, but you have to find it first. The game starts off by warning you that if during play you need to restart a game you will have to reload some of the program data first. It suggests that when the message 'Loading Data' flashes onto the screen you should set the tape counter on your cassette unit to zero so that you will have no difficulty locating the correct position.

Unfortunately this means that you have to watch the screen like a hawk while the program loads, because the message 'Loading Data' flashes onto the screen for approximately 0.25 seconds. Now the White Wizard is the most patient of souls, but this sort of user unfriendliness didn't exactly endear me to the prospect of playing the game itself.

My fears were justified — I'm afraid I found I myself rather shocked by the quality of what followed. There was a time when all text-adventures were two-word input only, and had pretty limited vocabularies. Only problem is, that time is long past and those of you used to games like *Castle of Terror* and *Sherlock* are going to find Duckworth's offering very primitive.



The program, for example, understands 'Get', but not 'Take', and scans only the first three words of each word. Sometimes this can lead to some very obscure results — 'Shine Torch' is interpreted as . . . well, perhaps I'd better not say as this is a polite publication, but suffice it to say that when I tried to 'Shine Torch' I received a very severe ticking off.

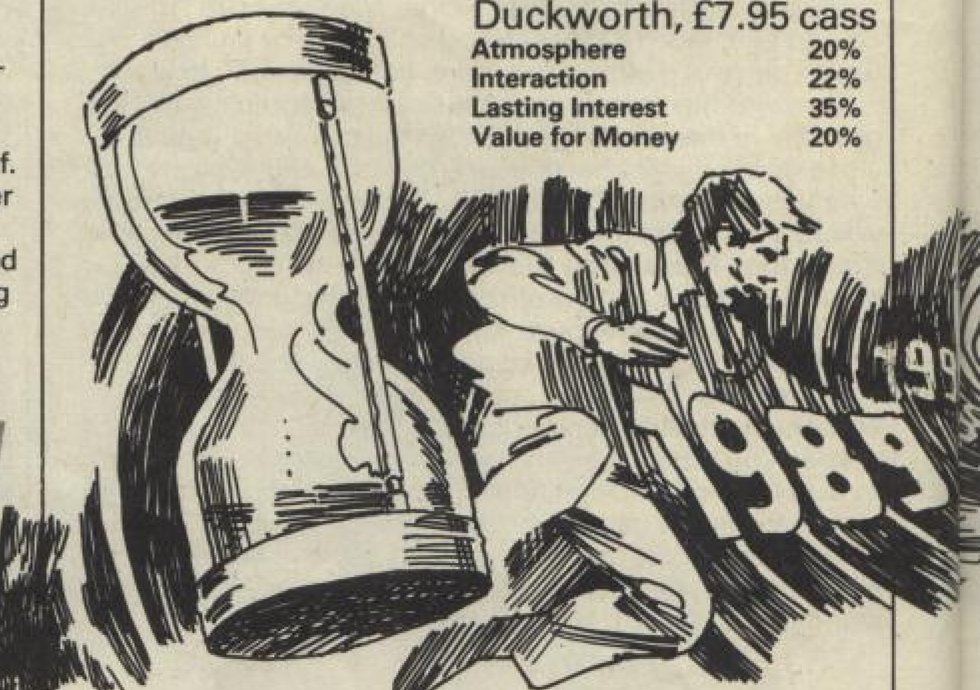
Apart from the small vocabulary and minimal location descriptions, I was also rather disappointed to see that the player's inputs scrolled the rest of the display (including the location description) off the screen. A number of games nowadays use windows for input and output to prevent this happening and I was sorry to see that I was expected to type 'Look' every time I wanted to recall a location description (not that there was much to recall).

Some of the puzzles in *Time Search* are genuinely original, but then most games have at least some touch of originality so I'm not inclined to award many extra marks for this redeeming feature. There were some nice touches of humour — I found a map in the second location, but when I tried to read it I was told 'Fill this in as you go along!' — no short cuts there! I do feel, however, that a game of this calibre belongs in the history books or in the £2.50 price bracket, and certainly not on the shelves today for £7.95.

TIME SEARCH

Duckworth, £7.95 cass

Atmosphere	**20%**
Interaction	**22%**
Lasting Interest	**35%**
Value for Money	**20%**

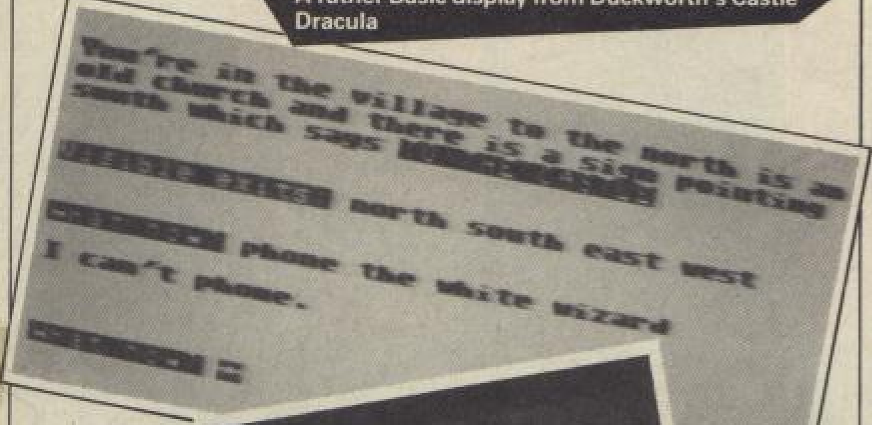


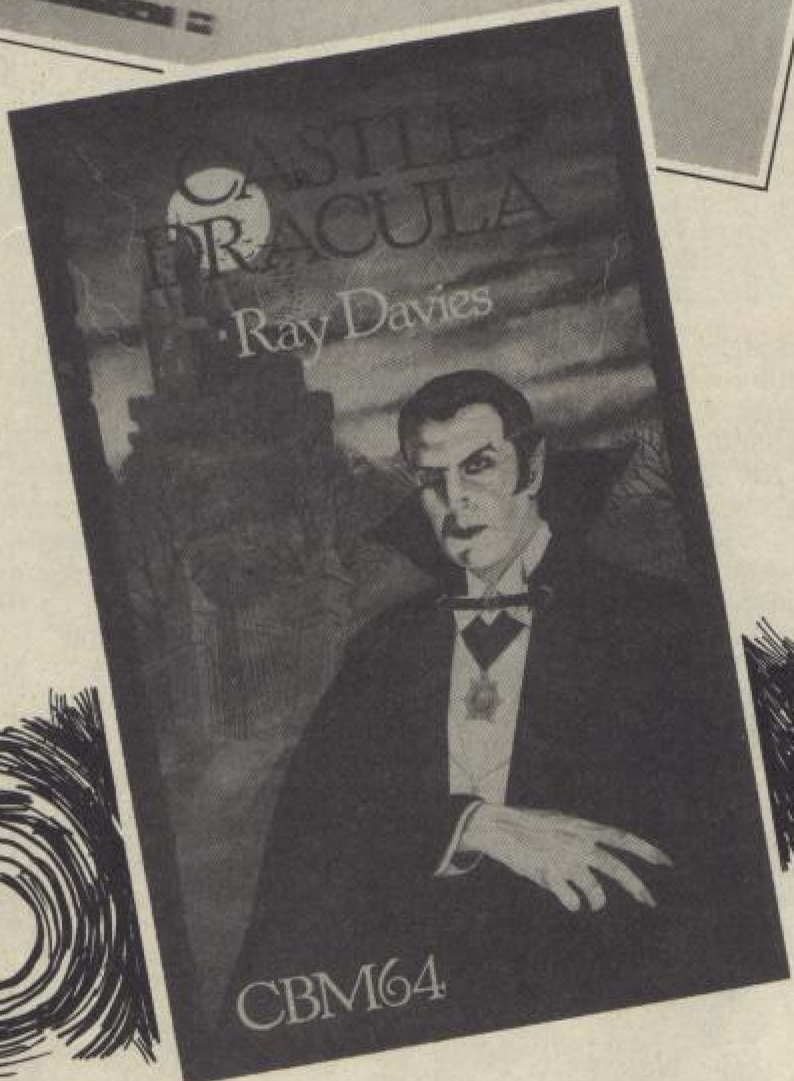
Feeling that I'd really been wasting my time on *Time Search*, I loaded up Duckworth's other offering, *Castle Dracula*. I'm pleased to be able to say that this game was rather better than its predecessor, despite the extreme lack of originality in the subject matter. The program seems to have a rather larger vocabulary than *Time Search*, although the same points apply about presentation. Nevertheless, the location descriptions were considerably more elaborate, though from time to time they served only to underline the limitations of the program.

For example, one room features nothing save a grand piano, but unfortunately the program doesn't understand 'play' or even 'piano'. I suppose one could argue that tinkling the ivories in a vampire's castle is a little risky, but it would have been nice to hear a little night music.

The atmosphere in *Castle Dracula* was certainly a little more gripping than some of Duckworth's other releases, and

A rather Basic display from Duckworth's Castle Dracula





some of the puzzles are really quite tricky. I wasn't too keen on the jokey humour that ran throughout the text, as the player is asked to wait for just 'a tickey poo', and the game responds to some of your inputs with 'Okey dokey'.

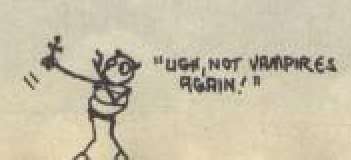
As befits games programmed using the techniques from the Exploring Adventure series (a fact you are carefully reminded of on the intro screen of each game), both these adventures are written in Basic, but I could have done with less jokes and more pokes, especially to the sound chip. If you're going to have graphics, why not have a little sound? Even a creaking door would be better than nothing.

Castle Dracula belongs to a well-worn tradition, but if you fancy staking a vampire, my advice would be to fork out an extra £2.00 for Melbourne House's *Castle of Terror*. Not a game that the White Wizard can recommend.

CASTLE DRACULA

Duckworth, £7.95 cass

Atmosphere	**40%**
Interaction	**28%**
Lasting interest	**38%**
Value for money	**28%**



Now for something completely different. Well, almost completely different. Remember *Zim Sala Bim* from Melbourne House? Or *African Safari* from Interdisc? These games, in case you've been imprisoned by Shareth the Heartstealer for the last few months, belong to an unusual category known as 'joystick adventures' and *Grand Larceny*, by the same author, falls into the same slot.

They feature a split screen with a horizontally scrolling graphics window above and a text window below. You control a character using direction keys or a joystick, and as you move him (yes, girls, it's a 'him' again) left and right, he wanders past moving scenery to reveal new locations.

The locations and objects therein can be manipulated and explored by entering simple commands at the keyboard and the results of your inputs (if valid) are shown in animated sequences on the screen. The only drawback is that the range of commands is limited, and in *Grand Larceny* you only have 24 verbs to play with.

The action takes place in the Grand Hotel which you must infiltrate and explore as you search for the plans for a new super computer, probably the Commodore 512 but I couldn't swear One of the problems with *Zim Sala Bim* was the agonising slowness with which you walked from location to location. *Grand Larceny* is much better in this respect and you can select different action speeds using the number keys. Personally I doubt if anyone will want to play at less than the highest speed, which is just about tolerable.

The graphics aren't anything to write home about and there are some rather minor glitches in the scroll routines, but the music is excellent. My only gripe was that it didn't vary sufficiently throughout the game.

Unfortunately the program isn't very kind to the player if he/she enters an inappropriate command, responding with 'I can't' to everything it doesn't understand. Another drawback is that there aren't a huge number of locations to explore since the graphics are pretty greedy on memory space.

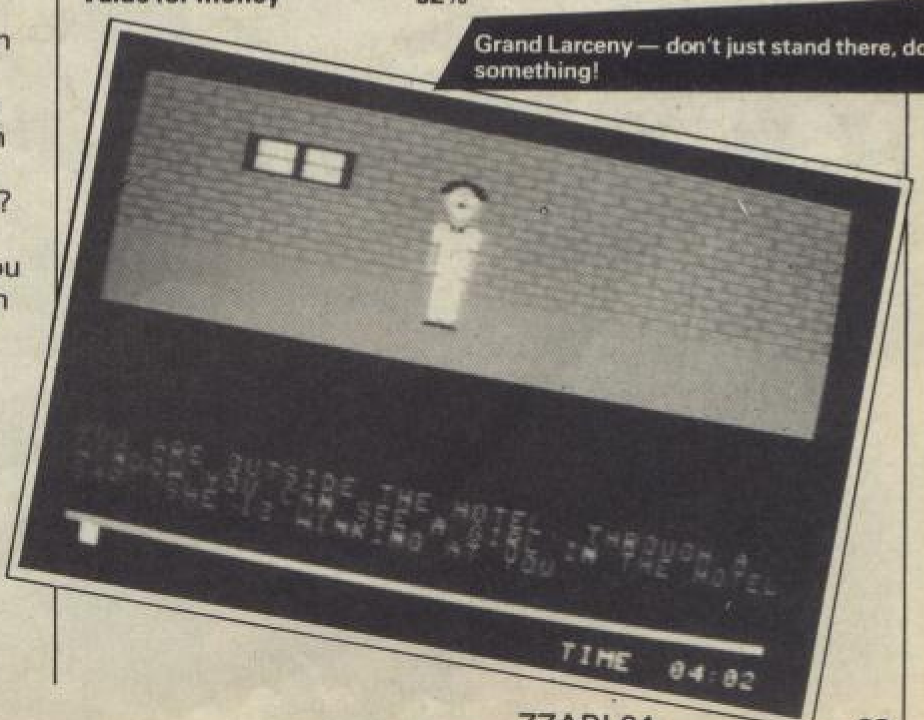
Traditional adventurers will probably throw up their hands in horror at the sight of *Grand Larceny* (and rightly so), but I reckon that some younger players will enjoy it.

GRAND LARCENY

Melbourne House, £7.95 cass

Atmosphere	**55%**
Interaction	**25%**
Lasting interest	**40%**
Value for money	**52%**

Grand Larceny — don't just stand there, do something!



Finally this month the White Wizard waves his wand over another disk-only game. Seriously, tape users, how much longer can you go on before you start saving up for a disk drive? Read on, and eat your hearts out ....

Most 64 owners will have heard of Infocom, and most disk drive owners will have cottoned on to the fact that although Infocom games change hands at more than £30 a time, Commodore have started releasing them at an earth-shattering £11.99. You can already get hold of the *Zork* Trilogy, which was the series originally responsible for forging Infocom's world-leading reputation, and recently *Deadline, Starcross*, and *Suspended* have been added to the list. The White Wizard will be looking at some of these next month, but this month we'll splash out on a fully-priced Infocom game — Sorceror. Can it really be worth paying over £45 for an adventure?

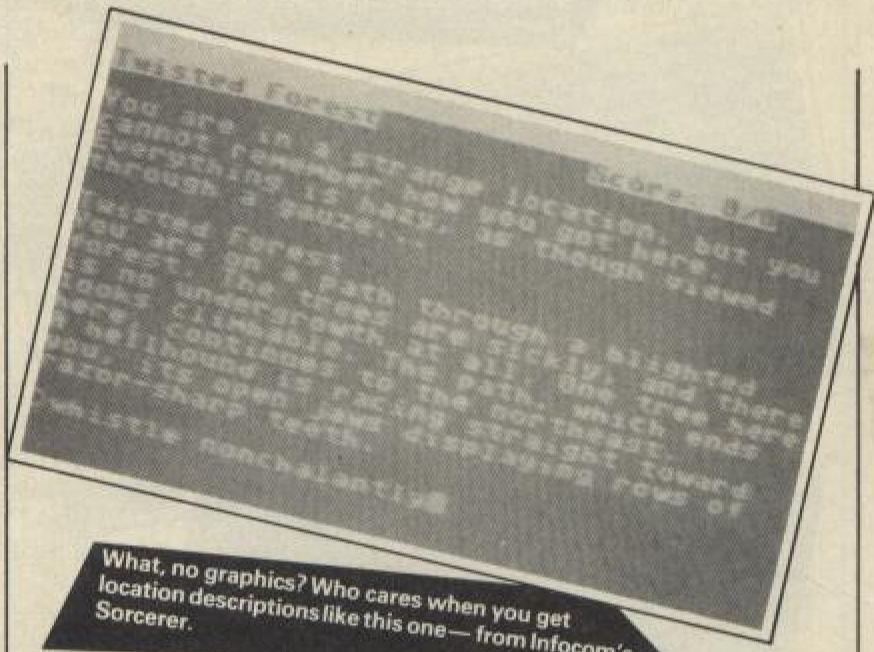
Whether or not you've braved the earlier Infocom titles and defeated the infamous Krill, you'll find Sorceror a tremendous challenge and full of surprises. The game comes excellently packaged with a copy of the Enchanter's Gazette and an Infotater.

The gazette is really only there to add a bit of variety to the package, but the Infotater is essential to playing the game since it contains various code patterns that you will need to refer to during the game.

The plot is simple. Belboz, master enchanter, has disappeared. There is every indication that something is seriously wrong and as a young enchanter of reknown you must sally forth, locate the errant wizard, and set the world to rights.

Like all Infocom games *Sorceror* is text-only, but don't let that put you off. The vocabulary is enormous and the program can understand extremely complex inputs. Even if it can't give you a direct response, it will often suggest a way of finding out what you want to know, although there are limits to what you can find out by asking questions directly (as indeed there should be.) For example, entering *Where is Belboz?* will get the reply: *You last saw Belboz a few days ago. You can't begin to guess where he is now.*

The game features numerous spells, including the notorious Meef spell (causes plants to wilt), not to mention the Gaspar Spell, the Izyuk Spell, and many others, all of which can be experimented with - often with hilarious effects. Even if you use a spell in circumstances which are not appropriate you will often be treated to some highly original sequences - for example, trying to dry up a moat (thereby stranding the horrible creatures that inhabit it) doesn't help much, but does reveal details of the moat's automatic refilling system!



What, no graphics? Who cares when you get location descriptions like this one— from Infocom's Sorcerer.

Sorceror is not one of Infocom's best known titles, and at £45.30 a throw it's certainly not cheap. However, if you have an unexpected windfall you can be sure of a tremendous game, with lengthy location descriptions, great atmosphere, and highly addictive qualities.

You'll meet a number of quirky characters, face some extremely tricky (but entirely logical) puzzles, wander through locations that are so well described they could almost be real, and have tremendous fun, whether you decide to look for Belboz, or simply want to wander around exploring.

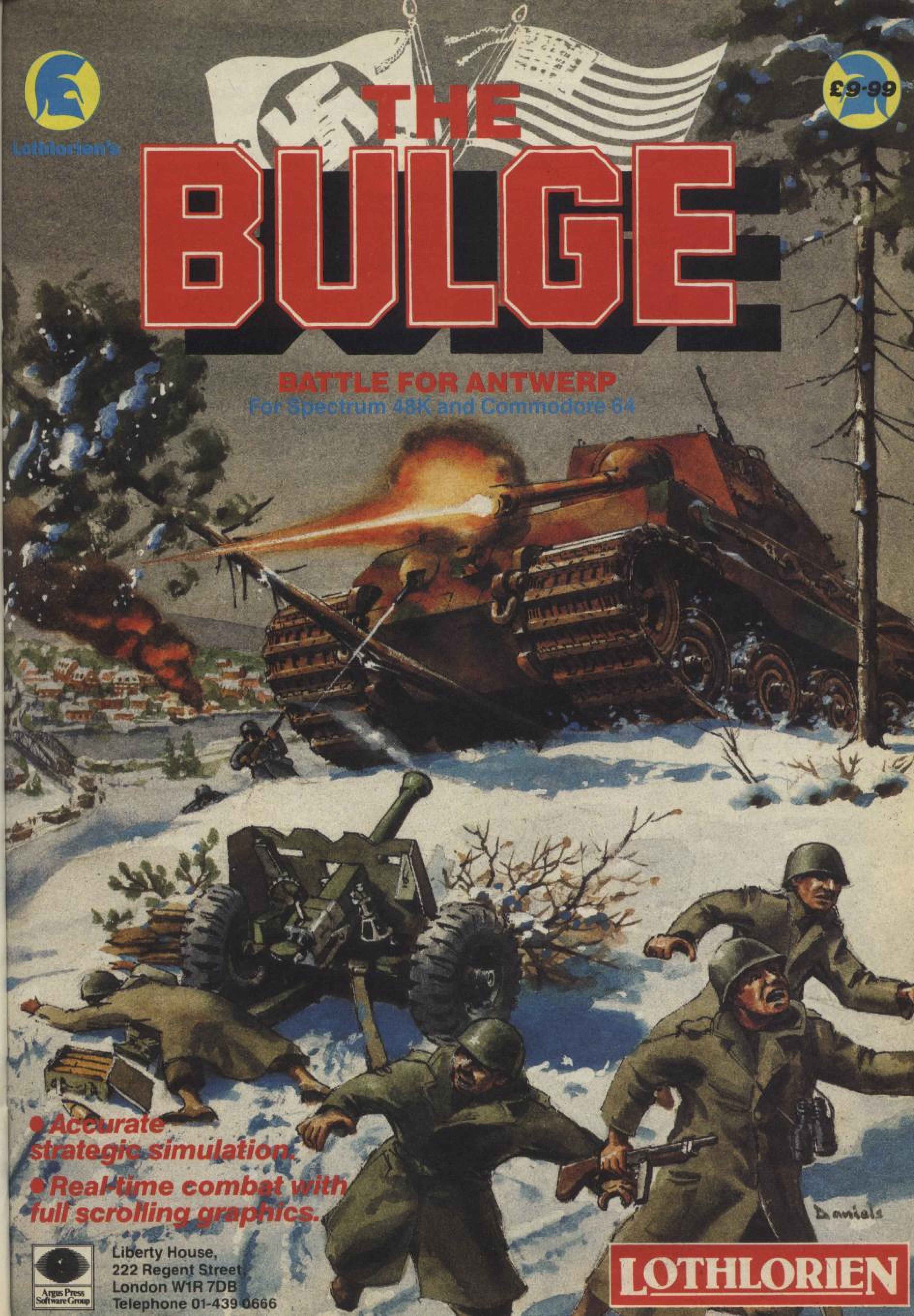
Nevertheless, the White Wizard has to say that £45 seems a very high price to pay. The sad truth is that, although many disk-based games offer a great deal, they do more than extract their pound of flesh for the privilege.

SORCEROR

Infocom, £45.30 disk

Atmosphere	**94%**
Interaction	**92%**
Lasting interest	**88%**
Value for money	**65%**




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ZZAP! adventure

Wizard's help function

ADVENTURE NEWS •

Remember last month's snippet about the sequel to *Twin Kingdom Valley*? The White Wizard can now exclusively reveal plans for what could turn out to be one of the most astounding mega-adventures yet seen on a home micro.

Trevor Hall, the man responsible for *TKV*, is working on a game with half a MILLION locations, each with four full-screen graphics views, plus animated sword-fights, interactive characters and a host of other astounding features.

The bad news is that won't be released until the end of this year, and will run on the new Commodore 128 machine, rather than the trusty old 64. Hmmmm . . .my 64 is beginning to look as if it needs a companion — I wonder what machine I should get to keep it company?

Coming soon: Fantastic four

Adventure International, hard at it as usual, are looking forward to taking delivery of the latest Scott Adams Marvel-piece, *Fantastic Four Part 1*, featuring among others that overgrown armadillo The Thing and his courageous companions. Watch this space for further details.

AI are also wondering when to let us get your hands on *Return to Pirate Island (Scott Adams adventure number 14), which they have cluttering up their shelves but which hasn't made it into the shops yet. Keep your fingers crossed for a rapid release of this follow-up to one of Scott's most popular early adventures.*

Role-playing anti-piracy device

Seen the ads for Steve Jackson's *Swordmaster Series*? This role-playing adventure by the master of Fighting Fantasy should be available as you read this from Adventure International. It comes with a 200 page book that is closely interlinked with the game itself and boasts graphics and D&D influences.

Adventure International say that the game is different each time you play it, so you're sure to get your money's worth. Sales of the game will doubtless be watched closely to see whether making a program dependent on a 200 page book helps to stop piracy — after all, who's going Xerox 200 pages just to play a game?

Son of Hobbit

Philip Mitchell, programmer of *Sherlock* and *The Hobbit*, is hard at work on *Lord of the Rings*. Melbourne House seem fairly confident that the game will be ready for this Christmas, probably coming out in late September or October. It will be sold in three separate parts, each with a copy of the relevant volume of the original Tolkein trilogy. Lord of the Rings is one of the White Wizard's favourite books (and Gandalf one of his favourite buddies) so watch out for an early review of this one.

Come in, Ford Prefect

Fancy playing the latest Infocom masterpiece, *Hitchhiker's Guide to the Galaxy*, or the much admired *Suspect*? So does the White Wizard, but unfortunately, despite advertising claims to the contrary, neither of these state-of-the-art titles is yet available on the machine we know and love. Concerned 64 adventurers should send a Balrogram to Infocom, 55 Wheeler Street, Cambridge, MA 02138, USA.

Holiday in Carpathia?

RamJam Corporation are hard at work on *3Days in Carpathia*, the follow-up to *Valkyrie 17* which Matthew Tims of Palace Software says is going to be 'pretty revolutionary'. 'Every time we see it, it's different.' Your ticket for *3 Days in Carpathia* (another Virgin Airlines promotion?) will probably cost you £9.99 from your local bucket shop, available (hopefully) in about a month's time.

Channel close down

Sad news that Channel 8 have finally stopped trading. The White Wizard wishes Norman Perriam and his associates the best of luck with future ventures, and reminds adventurers that the Channel 8 and Mysterious Adventure range can now be had from Adventure International.

Cryptic clues

Here's another bundle of terrific tips to add to your library. The White Wizard gratefully acknowledges the invaluable help of demi-wizard Tony Treadwell for compiling the bulk of these cryptic clues.

Don't forget that you are invited to send in tips for publication on these pages. Put your clues on a postcard, giving your name and address, the name of the game, a clear description of the problem, and the solution in riddle or puzzle form. As I said last month, you should also include the answer to your riddle, just in case it's so obscure that I break my magic staff trying to decode it. Alternatively, seasoned adventurers can always win fame and fortune by offering help via the Help Function. The address to write to is given below.

VALKYRIE 17
Can't get out of the hotel? Make sure you've got everything you need, including a good head for heights.

It may not be Christmas, But the butcher could do with a little gift.

Inspect ALL far horizons.

CASTLE OF TERROR
The ladder holds the key to the castle, but you'll have to cart it around!

DRAGONWORLD
Can't get into the city? Seek help from a birdbrain.

DALLAS QUEST
Round and round the garden like a teddy bear, find the anaconda and...

ERIC THE VIKING
Only penitent souls may enter the place of worship.

SNOWBALL
The cat could help you out of a slippery situation.

PIRATE ADVENTURE
Walk nine less than Buchan's steps to find a chest.

SPIDERMAN
An interest in art could be an advantage.

TIR NA NOG
Drowsy - why not. Take that (and a chopper) to kill the Sidhe.

Clever contacts

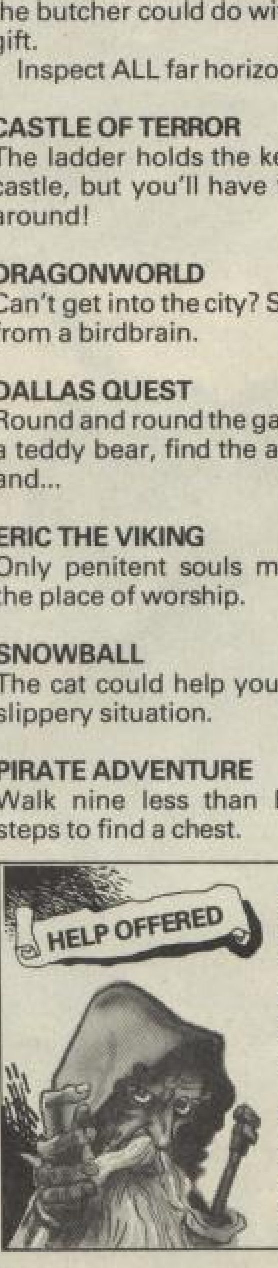
Hear me master adventurers! Assorted humans, elves, dwarves, and even a reformed troll or two, are crying out for your assistance as they struggle for survival in the tortuous world of Adventure. If you've solved a game, or games, why not achieve undying fame by adding your name to the list of those offering assistance via the Wizard's Help Function?

All you have to do is jot down your name and address on a postcard together with the titles of the games you are offering help on and send it to: The White Wizard, Zzap! 64, 1 Church Terrace, Yeovil, Somerset, BA20 1HX. **Don't delay! It's getting mighty hot and stuffy in the Goblin's Dungeon!**

The White Wizard apologises to those intrepid adventurers who sent in their names and addresses to offer help via the Help Function this month. Unfortunately, due to the tight pressure of magazine printing deadlines, we were unable to include any new names and addresses, but the White Wizard reckons that the brave souls below should still be able to help you with most problems.

Demi-wizard Tony Treadwell runs a small club for adventurers and will give help when possible. He asks me to warn you that he is usually out at work during the day, but if you write — or telephone between 7pm and 9pm — he or one of his colleagues may well be able to help you out of whatever difficulty you find yourself in. You can get membership details of the club from Tony at the address below.

HELP OFFERED



Quest of Merravid, Heroes of Karn, Erik the Viking and others
Tony Treadwell, 41 Fernhill Road, Oxford, OX5 1RR. Tel. 08675 6670

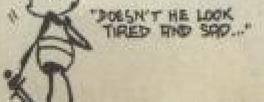
Quest for the Holy Grail
Jonathan Gill, 108 Kineton Green Road, Solihull, West Midlands, B92 7EE.
Tel. (021) 706 5572

Colossal Adventure, Dungeon Adventure, Lords of Time, Snowball, Hobbit.
Philip Chan, 7 Rushmead Close, Canterbury, Kent, CT2 7RP Tel. 0227 453911 between 6 and 9pm only.

Heroes of Karn, Empire of Karn
Colin Loosemore, 29 Rufus Gardens, Totton, Soton, SO4 3TA. Tel.(0703) 871960 after 5pm.

Hobbit, Valhalla, any Level 9 game
Stuart Henderson, 61 Stevenson Drive, Edinburgh, EH11 3DU

Spiderman, Hulk, Voodoo Castle, Pirate Adventure, Quest for the Holy Grail, Hobbit, Classic Adventure, Mission Impossible, Ten Little Indians, Adventureland, The Count
S.A.Williams, 32 Hornbeam Close, Horsham, Sussex, RH13 5NP.





THE FUTURE OF MANKIND IS IN YOUR HANDS!
DROPZONE
It's the year 2085. Only a handful of people have survived the robot wars that rocked the Solar System. In a final desperate bid for survival a Tacheon propelled star cruiser has been developed on Earth to transport survivors to new star system. But the cruiser relies on rare Ionian crystals for its power; crystals which are only abundant on Jupiter's second moon Io. A moonbase established on Io is under constant attack by aliens from Jupiter. It is your mission to escort the men and their precious crystals safely from the surface of Io to the Dropzone where the landing pad is located. You are equipped with the latest pulse-laser back-pack system which will make you invisible and indestructible for short periods of time. You must succeed, the future of the human race depends on you alone!
64
ATARI
Super smooth scrolling screen
High resolution graphics
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Exploding volcanoes
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All American Software
U.S. GOLD Ltd., Unit 10, The Parkway Industrial Centre, Heneage Street, Birmingham B7 4LY.
Telephone: 021-359 3020. Telex: 337268.

ZZAP! Flash

N·E·W·S f·l·a·s·h·····



Clumsy, opinionated superhack EDWARD BANGER bungles
games scene's hottest news and juiciest gossip.

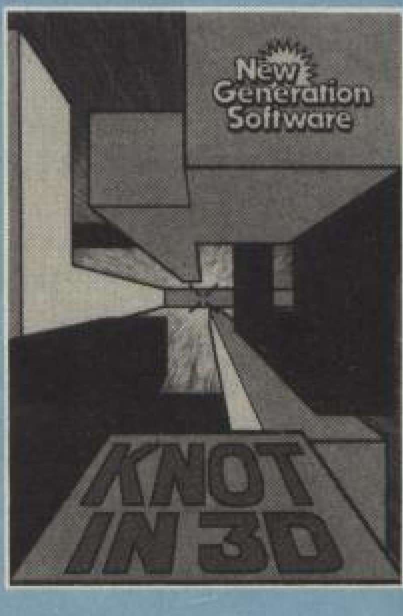
COMMODORE INFILTRATION BY IBM MOLE SHOCK

Former IBM marketing executive Nick Bessey has seen the light and joined a company which makes REAL computers, Commodore. He's been appointed as General Manager of Commodore UK who describe him as 'an outstanding manager who can fulfill our expectations' – welcome on board, Nick.

PIRATE COMES TO GRIEF IN BATH

I recently sent off for some tough sounding software from one of those small ads companies selling stuff on the cheap. *Knot in 3D* was one and *Ant Attack* the other (funny they wouldn't load on my 64 – must be the deck).

When I finally got them they didn't look quite like originals (maybe it was the plain boxes or the photocopied instructions that got me thinking) and I wasn't too pleased.



I wasn't the only one annoyed, it appears. Rod Evans of West country based New Generation Software (the company that produced *Knot in 3D*) had done the same thing as me, and was quite rightly disgusted when he received the copies.

He got on to the trading standards office, who managed to trace Leosoft (the company who were illegally copying and selling the game) through several mailing addresses to a location in London.

They were then able to arrest one Anthony Arnold, a council clerk from London's Mill Hill, who later admitted being involved in cassette copying with another man. He was fined £400 by Bath magistrates and ordered to pay £190 costs.

Tell you what, if the Copyright Act is brought into effect in June as expected, nasty commercial pirates can expect higher fines still and possibly even imprisonment. As far as Banger's concerned that's just what they deserve. Cage 'em!

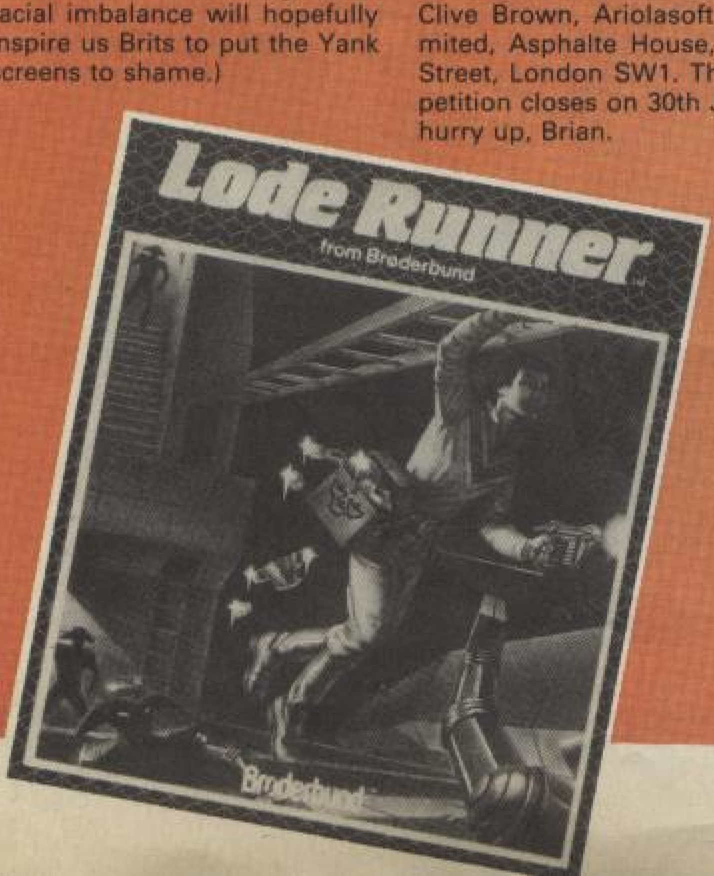
Ariolasoft goes for krugerrands

I can spot a good deal when I see one and a £100 solid gold krugerrand for designing a *Lode Runner* screen sounds like a good deal to me, especially if you're into supporting apartheid.

The prize is being offered by Ariolasoft for the 10 best screens designed by Britons. All 10 screens, plus 50 American ones will then be included on a special championship version of the game to be released in the autumn. (This disgraceful racial imbalance will hopefully inspire us Brits to put the Yank screens to shame.)

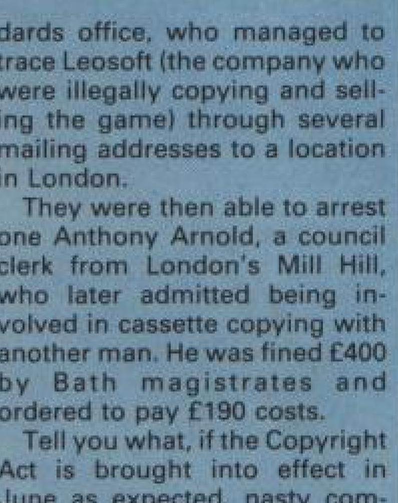
I must admit, the task is beyond my capabilities – I can't even play the screens, let alone design a new one, but young GP has done an interesting Zzap! screen printed along with his review this month.

If you reckon you've got a screen good enough then drop Ariolasoft a line enclosing a disk or cassette with the screen to: Clive Brown, Ariolasoft UK Limited, Asphalte House, Palace Street, London SW1. The competition closes on 30th June so hurry up, Brian.



Ultimate in the grave!!

I'm still COMPLETELY stuck on Ultimate's *Staff of Karnath* despite all the so-called tips on the game printed in various magazines. I did find one piece of the pentacle once, but then got sat on by a toad.



Anyway, I'm dismayed to discover that Ultimate are on the point of releasing ANOTHER 64 game to get me even more frustrated. It features the selfsame Sir Arthur Pendragon in a completely new quest. It's called *Entombed* so I reckon it'll probably take place in outer space just like *Underwurlde* on the Speccy. Er, did I say something wrong...?

Dial-a-wally

Been playing a lot of the amazing *Everyone's a Wally* recently. Finding it tough going to solve any of the problems, so thought I'd better ask Mikrogen for a few clues to help me along. Luckily, Mikrogen have decided to do a special 'Telephone Tranquiliser' service, to help troubled individuals such as myself.

If you dial (0344) 56447, a soothing voice will apparently welcome you to the helpline. It'll then proceed to reveal some much needed hints about the game. This service will be updated every month with a new set of hints, so even I should be able to finish the game after about a year's worth of phone calls.

Nono load

I don't think that the new turboloader used on Automata's *Deus Ex Machina* will be much of a hit. My two copies won't load on a comb ination of four 64s and several cassette decks. And no, I wasn't trying to load the audio cassette that comes with the game. Even Ed Banger isn't THAT dumb. In fact the problem was so seri- ous it scuppered any chance of the boys giving *Deus* a review. Groan.



Listening to the program on a normal cassette deck it sounded out of order, even to my waxy lug-holes. My advice is, if you pick up a naff copy, send it back pronto. There must be a couple of working versions some- where.

es his way through the 64

Camera shy

Here's a little teaser for you. Why is it that one of the software industry's most delightful ladies REFUSES point blank to have her picture taken? I know, because I tried!! Ouch!!!! Who can I be referring to? Is it the gorgeous Clare Trotter from Activision?? Or cuddly Paula Byrne from Melbourne House???!

No! It's the beautiful (but secretive) Anne Brown, joint director of Centresoft, and by all accounts one of the toughest people in the business to deal with. Come on, Anne, give us something to smile about.

Enter the video nasties

I am horrified by whispers reaching my ears from one of the nation's most upright and respectable software houses. Believe it or not they are planning to release a range of scandalous, down market games for demented necrophiliacs starting off with a little number called *Alice Cooper goes to Hell*. It features screens with heads being sawn in half, and people being mangled in body crushers. I kid you not.

Naturally the company haven't the courage to release this under their own name, so an evil new label will be established. Beware, though, beware...Banger may yet spill the beans.



SPEECHBUSTERS!

While lurking under the window sills of a certain pub in Birmingham the other day, I overheard rumours about US Gold licensing something called 'digitised speech' for the UK market.

This, I hear from reliable sources, is the type of really realistic speech used on games like *Impossible Mission*, *Ghostbusters* and *Slapshot*.

So, from now on if a British software house wants its games to talk proper, it'll have to go along cash in hand to the guys at Unit 10.

APOLOGY CORNER



THOSE REVIEWING BOYS WHO THINK THEY KNOW IT ALL JUST NOTICED THEY PLUMB WELL WENT AND TOTALLY **MISSED** NOTICING THAT **DAMBUSTERS** (reviewed on page 77) WAS BUG-RIDDEN! THEY MERRILY WROTE REVIEWS AND ARE NOW HORRIBLY CONTRITE: **NEW AND BETTER** RATINGS WILL OBVIOUSLY RESULT NEXT MONTH – OR A BOUNCING BOMB MAY VERY WELL END THEIR CAREERS...



AS IF THAT WASN'T ENOUGH THE LADS IN OUR ARTISTIC LOGISTICS DEPARTMENT HUMBLY PRESENT BELOW THE MISSING RATINGS BOX FOR **GROG'S REVENGE** ON PAGE 25. ART CAME BEFORE THOUGHT, AND ALL THE THRILL MADE THEM FORGET TO FIT IT IN – WELL HERE IT IS!!! "AHEM!"

PRESENTATION	ORIGINALITY
70% Several game options.	71% Amusing new scenario on the collect and dodge theme.
GRAPHICS	**HOOKABILITY**
80% Cartoon animation is brilliant, but little variety.	83% Wonderful sense of humour keeps you laughing and playing.
SOUND	**LASTABILITY**
71% Lots of varied and interesting effects.	76% Picking up clams might lose its appeal. Little more variety needed.
VALUE FOR MONEY	
75% You'll laugh till the clams come home.	



N·E·W·S f·l·a·s·h



The process is quite simple. The software house sends an ordinary audio tape of the required speech to US Gold who will then send it off to Electronic Speech Systems in America where they have a massive speech synthesizing computer. After a fortnight the speech will be returned in micro usable form.

And the price? A cool £100 a word plus 5 pence royalty per disk or cassette sold. But there's a ban on any game using the word: supercalafragilisticexpialidocious.

Astonishing what indignities software house managers are prepared to go through to promote their new games. This completely natural and unposed picture shows Rod Evans of New Generation Software 'caught in the act', it says here, of having a squash lesson from star player Jonah Barrington. This, of course, is quite unrelated to the fact that New Gen are in the process of releasing a game called Jonah Barrington's Squash.

The person who sends me the funniest caption for this picture will win a free copy of that classic, exciting, all action game Valhalla, *which I'm good at because it plays by itself. (The second funniest wins TWO copies – Editor)*

Do what grandad did

Mirrorsoft's latest release, *Spitfire 40*, looks pretty interesting. This flight simulator puts you in control of the plane that won the war for us. Training, practice flying and full combat are all part of the game. There's also a chance to rise through the ranks and earn a VC. The cassette will set you back £9.95 and the disk is £12.95.

Not the Beatles

CheetahSoft's new game has a most odd sounding name: *Parky and the Yellow Submarine*. The first in a new series, this arcade adventure is available on cassette for £6.95. Included in the price is a voucher giving you 10% off the price of the sequel.



US goodies line up

Yet more hot stuff coming in from the States courtesy of US Gold. The new batch includes *Dropzone*, claimed to be the hottest shoot-em-up since *Defender*, and *Doughboy*, an arcade style game which puts you in charge of recovering supplies scattered about a battlefield. The boys tell me they'll be reviewed shortly so keep your peepers peeled.

Chopper chop

It's suddenly become cheaper to own a copy of that great sizzler of a helicopter flight simulator *Super Huey* by American company Cosmi. When first released here by US Gold, the cassette price was £11.95. Soon after, a phone call from Audiogenic revealed they've licensed the same game and are selling it for a mere £8.95. Days later, wonder of wonders, US Gold cut their price to £8.95. An astonishing coincidence, Brian.



Banger notes with interest that the US Gold disk price stays at £14.95 – nothing to do with the fact that Audiogenic aren't releasing a disk version, I don't suppose.

Rockford returns in triumph

I see from a sneak peak at this month's top 64 that word is gradually spreading about *Boulderdash* being the most addictive game this side of Bognor Regis. I'm addicted to it and I can't even complete cave A.

Anyway, the great news is that *Boulderdash 2* is only weeks away from release. This offers another 16 very different (harder!) caves, based around the same collection of enemies, and with a couple of new ones thrown in here and there. It's being released on a brand new label, and not by Statesoft! I better get a move on solving *Boulderdash 1*.

Boppalonga Commodore

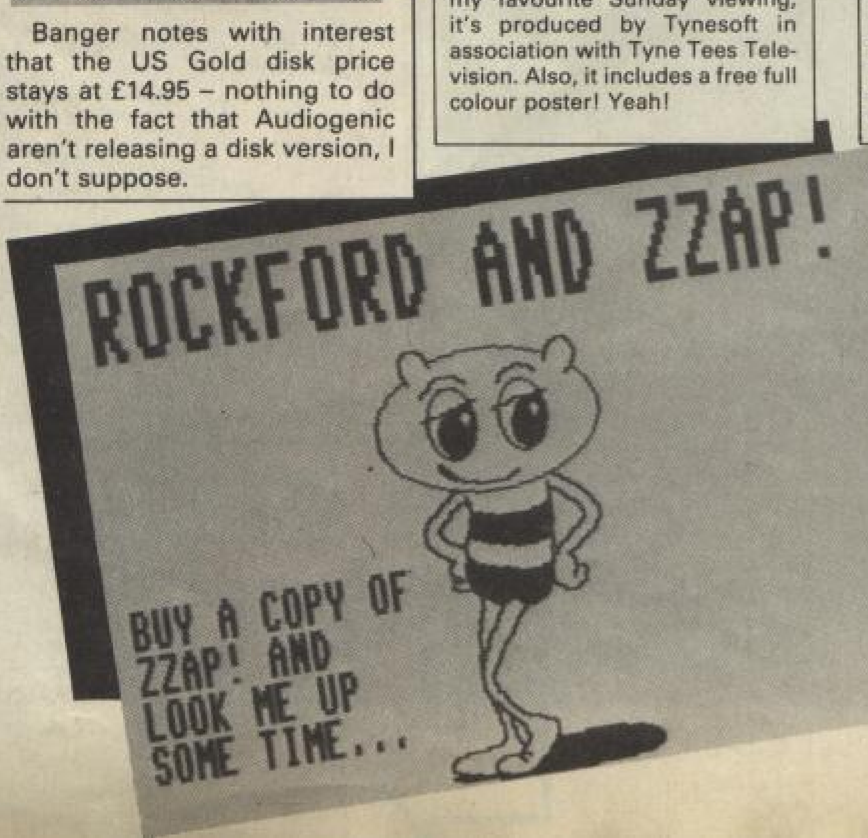
Commodore have released a range of 'play along' packages for use with their *Music Maker* program. They're to enable budding musicians to listen, or learn to play everything from the Beatles to Mozart. Each package costs £9.99 and includes an easy to read music book and an actual LP record of the relevant music, and a piece of software to allow you to use both in conjunction with the computer. I'm sure I'll find it useful when I play at our next knees-up.

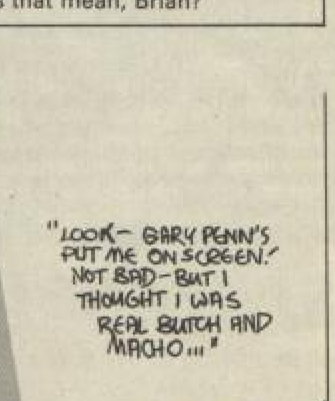
Here comes Superwrinkly

The game I've long been waiting for (it says here), *Super Gran*, is now on release. Based on the zany TV series of same name, my favourite Sunday viewing, it's produced by Tynesoft in association with Tyne Tees Television. Also, it includes a free full colour poster! Yeah!

Beach Head 2: it talks!

I hear that the long awaited sequel to the immensely successful *Beach Head*, called (gasp!) *Beach Head II*, will feature digitised speech. Subtitled *The Dictator Strikes Back* the game is claimed to have several 'amazing' screens and a true two player 'head to head' option. What does that mean, Brian?





BRIAN JACK'S

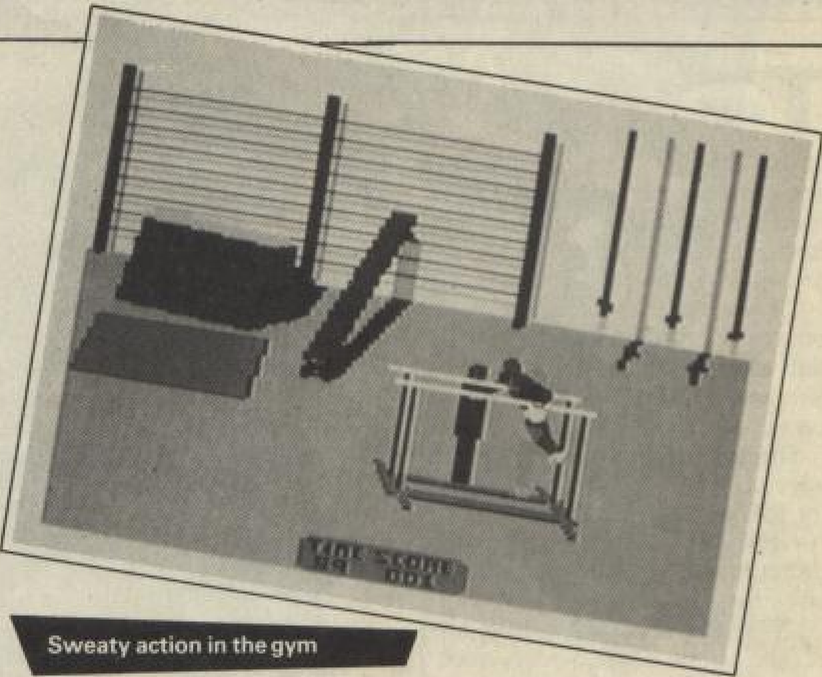
SUPERSTAR CHALLENGE

Martech £8.95 cass £12.95 disk, joystick only

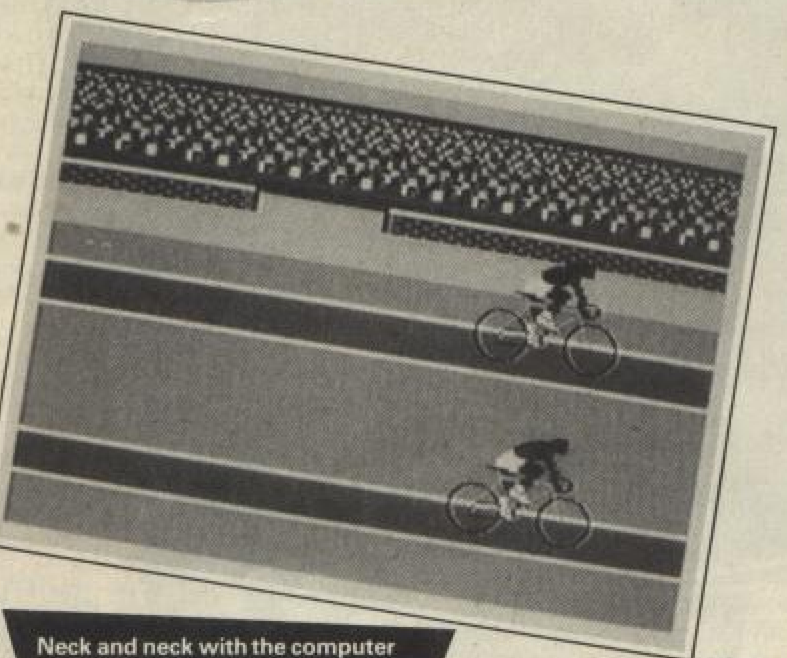
● **High-energy, joystick-wrenching sports simulation**



With excellent graphics, animation and realistic sound this is a great program for those not already exhausted by this type of games. Get into training now if you want to get to challenge Brian Jacks, let alone beat the man. Despite the hernias and heart failures it will cause, this arm wrenching, joystick breaking, eyeball popping game is a real thriller.



Sweaty action in the gym



Neck and neck with the computer cyclist



The whole thing looks and feels very much like Activision's superb Decathlon *to me. It doesn't really offer anything totally new, and the so called powersync feature didn't stretch much further than an elaborate, and rather sweaty, waggling session. Despite these criticisms I found the whole thing a thoroughly enjoyable, and exhausting experience.*





The different events add enough novelty to make this a compulsive game with the real fun coming in events like the dips. The sadistic combination of stop-start waggling is absolute murder, particularly over the extended time limit. The skill events like the boar shoot come as a welcome relief, although you may be shaking too much to shoot straight. I'm off to have a bath.

As I write, arm and shoulders a-throbbing, I wonder about the sadistic tendencies of software houses. Having just got over *Decathlon* and *Summer Games* my shattered muscles were forced to work on the latest arm wrencher.

Plenty of deodorant is needed as you pummel your joystick through the eight energy-taxing events of the challenge. As usual in this type of game the faster you move your joystick back and forth the faster your man moves.

When you start a game there are two options: challenge a fellow human or the tireless computer. It's much more fun with another player, the competitive spirit giving you just a bit more determination and takes that last bit of energy in a dramatic effort to win.

The winner of the eight events, which score in *Decathlon* style, might well get to challenge Brian Jacks himself. This is only when you have passed all the 'qualifying' scores. If these are anything to go by I reckon ol' B.J. must be superhuman.

According to the instructions,

Eight gruelling events

1.CANOE RACE. Not particularly simple by any means. Plenty of energy will be sapped as you cleave your way through the water. Steady rhythm is also a necessity or else you'll find yourself careering into the markers of your lane.

2.BOAR SHOOT. No waggling involved, just a steady hand and a keen eye as you move a crosshair about the screen in an attempt to fire at a moving target. Pressing the fire button will shoot off a bolt so you have to time it right to hit the target successfully.

3. 100M SPRINT. Simply pulverise the joystick from left to right at horrendous speeds to come in first.

4. SQUAT THRUST. With your arm hanging like a soggy toilet roll things take a turn for the better. Tap the joystick left twice and right thrice to complete one squat thrust. Easy though it sounds concentration should be at its utmost throughout this event. For every move made wrongly, valuable time will be lost as you try to regain your rhythm.

5. SWIMMING. More horrific joystick thrashing. This time the fire button has to be pressed to allow your man to breathe as he sticks his head out of the water. We all know that a swimming performance is effected badly by either not breathing or breathing under water.

6. ARM DIPS. If you haven't changed your shirt by now this event is guaranteed to bring tears to your eyes and make you sweat like a pig! Press fire button and your man will drop. When his elbow has touched the judge's fist, waggle like mad to get him back up to his starting position. Repeat the process again . . .and again . . .and again.

7. FOOTBALL. Those who haven't had already coronaries will find this easier to tackle, ho ho. Simply guide your man through the cones as he dribbles a ball, then shoot for goal.

8. CYCLING. The final challenge which will turn even the coolest puce. A really hefty pummelling session, the last thank goodness, as you whizz down the track. The fire button will change your gears but other than that your forearm muscle will have to be practically torn away to achieve the qualifying time.



ZZAP! TEST

MOON CRESTA

Incentive, £6.95, joystick and keys (definable)

● **Nostalgic delve into arcade past**



Graphically this game is arcade perfect and the sound is exactly the same as its big brother. I enjoyed the arcade game when it first came out and this nostalgic trip into recent history was thoroughly enjoyable. A good old massacre never goes amiss and this should be of interest to any dedicated arcade player.

This game has certainly taken a long time in being converted to a micro: only about six years! But the classic, ancient arcade game even now might be found lurking in the furthest recesses of a dingy arcade.

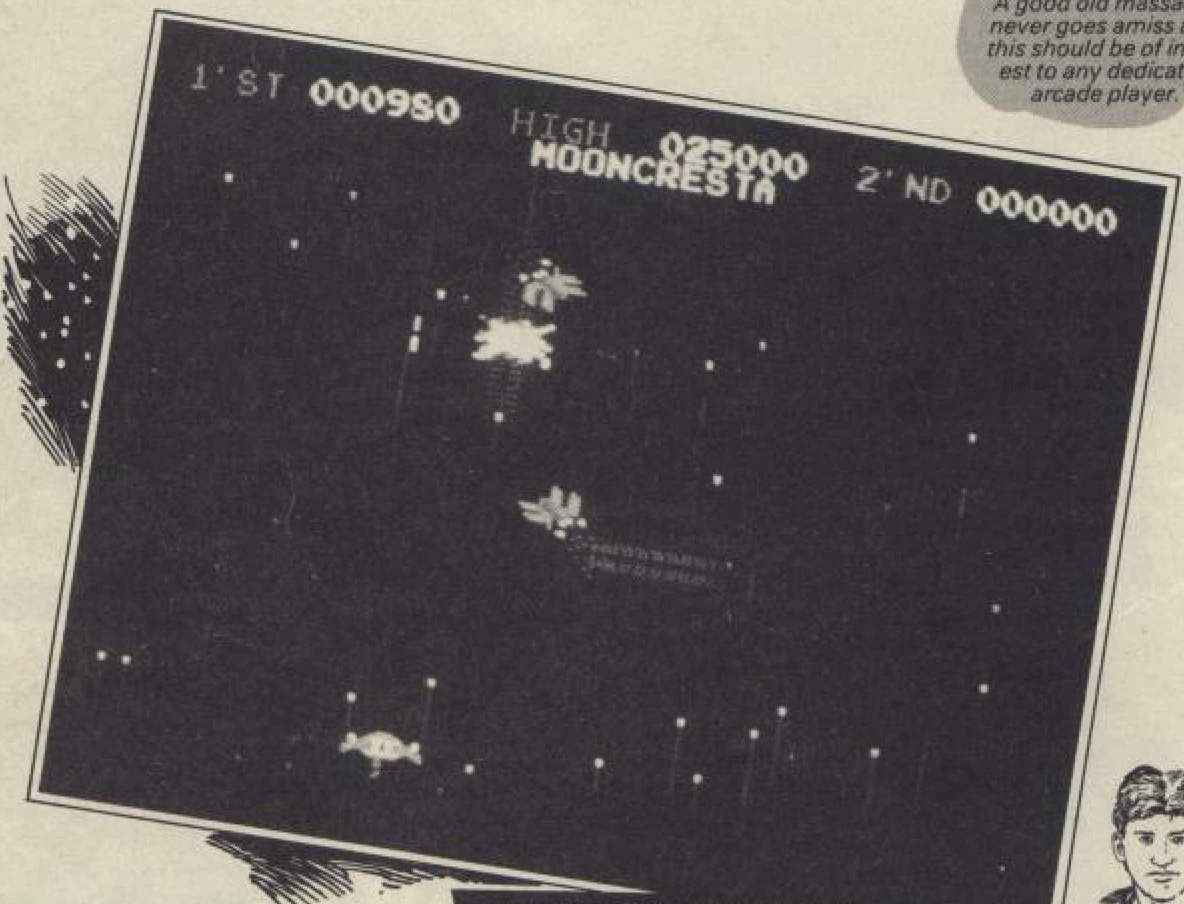
To the uninitiated, the game entails blasting kamikaze aliens and after every fourth and third waves increasing your fire power by docking ships.

There are five different aliens varying in speed and all but one lot follow a predictable pattern. Nevertheless they are all quite difficult to hit and reach horrific speeds on level three.

Only one shot is allowed on screen at one time so every shot counts and on high levels it is essential to hit your target otherwise you will find it crashing into you.

You will encounter two waves of each alien, each alien appearing in a wave of eight. The waves all have to be approached differently.

JR



Fast-moving action as you blast yet another wave of aliens

PRESENTATION	ORIGINALITY
70% High-score table, 2-player option, etc. Competition to enter.	50% This is the licensed version — the rating doesn't mean much.
GRAPHICS	**HOOKABILITY**
63% Fast and smooth if dated.	65% Pleasing nostalgia trip for ageing arcade goers.
SOUND	**LASTABILITY**
29% Just as bad as in the original.	59% Six different waves, but difficulty levels soon get very hard.
VALUE FOR MONEY	
63% A fairly cheap trip down Memory Lane.	



This is a superb implementation of the archaic arcade classic of the same name. The thing is Moon Cresta wasn't much of a game when it first came out, and it certainly doesn't hold its own with the quality of software today.



Good old arcade blasting still has its appeal but I suspect that it won't last long for most people. There aren't that many waves but what there is is pretty tough. I've always been a sucker for simple zapping games like this and this one in the Galaxian mould should provide me with some untaxing destruction.

---

the control in this game is mostly by 'powersync'. Apparently you should move your joystick in time with your man's motions and only gradually build up speed.

This sounds intriguing, but proves a little misleading. In most events the usual *Decathlon* -type hysterical threshing appears to be the best technique. However there are some events where additional timely button presses are required.

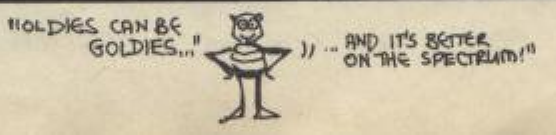
At the end of a game, while you're stretchered out, your man will appear on a rostrum. Depending on how well you've done he'll take either first or second place.

If you've done really well then you can challenge Brian Jacks. The trouble is that the challenge takes place immediately after the first one. This is unfair: your transplanted organs won't even had time to adjust to your body, let alone go through the rigorous tortures again.

One criticism is that there is no practice feature. Every game that you play has to be all the way through which gets rather painful if you have trouble with one event.

JR

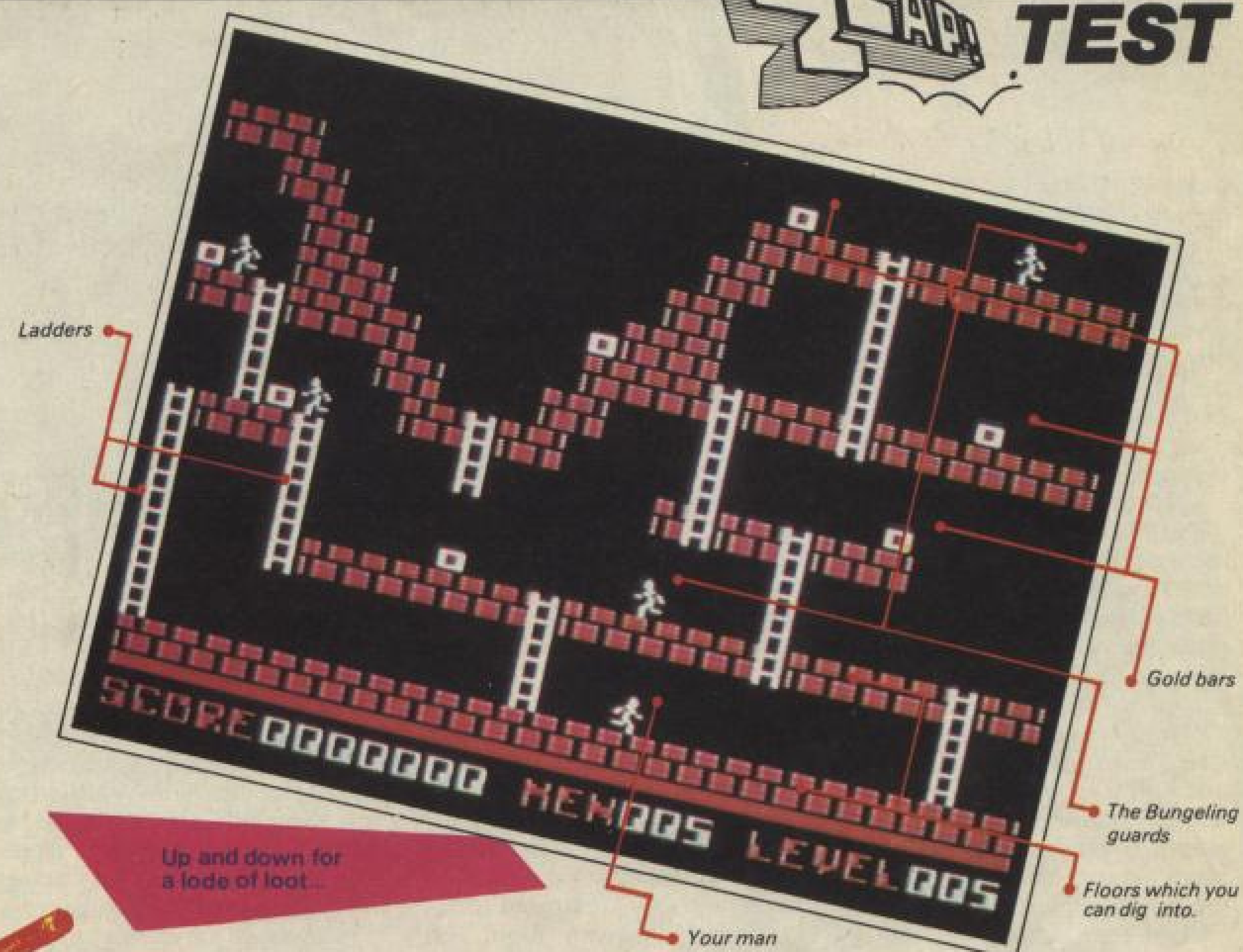
PRESENTATION	ORIGINALITY
56% Concise instructions; annoying not to be able to quit an event.	54% An adaptation of the familiar sports simulation games.
GRAPHICS	**HOOKABILITY**
78% Fairly impressive animation and reasonable variety.	79% If your arms can take it, hammering Brian is a strong incentive to keep waggling.
SOUND	**LASTABILITY**
52% Cute title screen tune but not too much else.	76% Eight events and constant challenge to improve scores.
VALUE FOR MONEY	
78% Cheaper than most of the games in its class.	



Deep in the Bungeling Empire lies a fortune in gold, stolen by power hungry leaders, and guarded by enemy soldiers. Luckily a highly trained Galactic commando, such as yourself, is on hand to recover every single ingot from the massive, and perplexing, underground caverns.

There are 150 screens of *Panic* style action in this game, the difference being there's a lot more panic. Each screen consists of a number of gold chests scattered about, which you must collect to move onto the next level. But they are protected in devious ways. Some are embedded in seemingly impenetrable brick, others by apparently uncrossable gaps.

Usually there are ladders of various length joining any platform formations. Horizontal bars of differing length are also usually present, and you can swing your way along these hand over hand.



Up and down for a lode of loot...



LODE RUNNER

Ariolasoft/Broderbund, £9.95 cass, £12.95 disk, joystick or keys

- **Classic panic game with forgettable graphics, unbelievable addiction**
- **150 different screens and you can create your own**

Not one of the most recent games but certainly one of the best. There are loads of screens, masses of action and lots of variation to keep you going. The slightly offputting graphics turn out to allow you a relatively massive playing area with consequently more to do than usual. This will be a classic for a long time to come.



On some screens there are hidden trap doors to fall through. They look exactly the same as normal, diggable brick, but have the annoying property of being where you least expect, or want, them. Thankfully they appear at the same place on the same screens, so if your memory's good....

Getting the chests is not so easy though. A group of guards patrol the screen, all after your blood, and are far more intelligent than your average alien. These guards occasionally pick up a chest for themselves and must be tricked to falling into pits which you dig with your laser drill pistol. Any gold carried by them will then be released for you to pick up.

You, and the guards for that matter, can fall any distance without dying. This proves useful should you become surrounded as you can dig a hole and fall through it to the next level of platforms. But beware, some bricks are undiggable.

All of the screens have been designed with the utmost cunning, and prove difficult and enjoyable to play. The facility exists to make your own, equally

Rating	Score	Comment
PRESENTATION	82%	Excellent screen design facility. On cassette, game loads in sections.
ORIGINALITY	38%	Strong Space Panic roots but you can design your own screens.
GRAPHICS	39%	Tiny but well-animated stick man graphics.
HOOKABILITY	89%	Extremely playable and addictive from word go.
SOUND	34%	End of screen tune plus one or two effects.
LASTABILITY	94%	150 screens plus an infinite number for you to create.
VALUE FOR MONEY	88%	Endless hours of designing and playing.

DIY screen designing

The game generator facility allows you to design and play your own screens of deviousness. You could shock your friends with your talent to design. The edit mode allows you to:

1) Edit a screen. Choose which of the 150 screens you wish to amend. Screens can then be drawn by moving a cursor using a tight cross formation of keys (which I found a little awkward to use). When you want to place a block, space, man etc., you just press the relevant key. When you've finished designing your screen, it can be saved to tape for use at a later date.

2) Play. You can play test any, or all of the 150 screens — including the ones you haven't edited. Incidentally, this means you can see the later screens as soon as you like.

3) Initialize. Will clear out the currently stored block of levels, ready for you to define your own from scratch.

4) Clear. Erases a screen from tape.

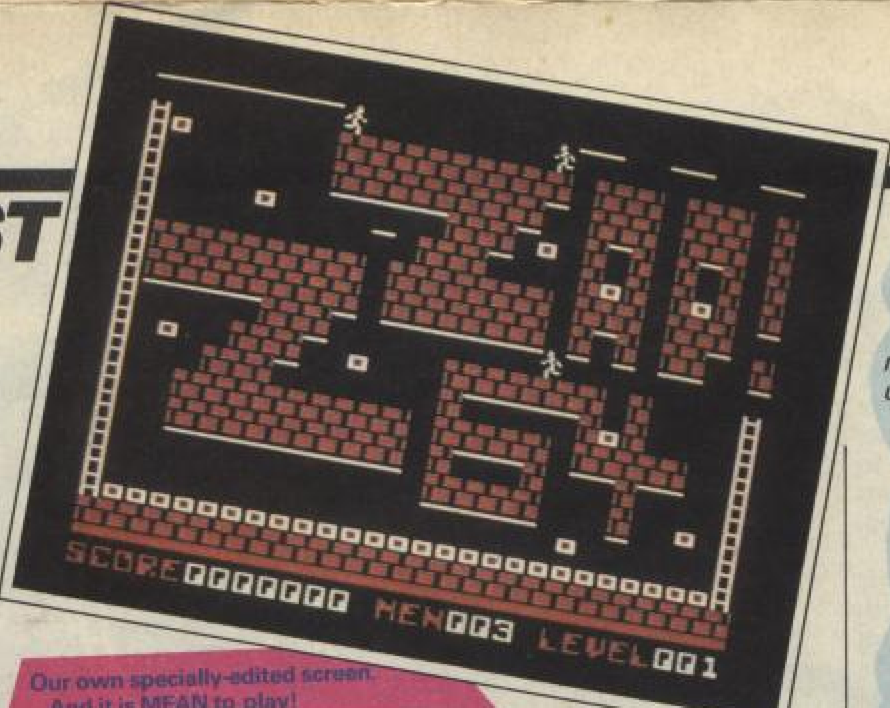
5) Move. Allows you effectively to renumber the screens so that they appear in a different order.

6) Score. This clears out all the high scores currently held in memory.



Fast arcade action that'll make the platform wallahs' eyes drop out. A massive 150 screens (more if you design them) which will keep the midnight oil burning in many a dedicated arcade players home. Graphically miniscule and aurally crude, the game's sheer addiction kept my eyes propped open until the owls went to bed.





Our own specially-edited screen. And it is MEAN to play!

baffling, screens of action should the present set become at all tiresome (*see panel*).

There are also a wide range of gameplay options. Keyboard or joystick control is accessible at any time throughout the game. If all is lost and your man is trapped without any means of death or escape, then there is an option to abort that particular life.

It's possible to alter the overall game speed, pause and restart the game. You can toggle the direction that you dig (either in front of or behind you), or terminate the current game should you get too annoyed with your performance.

There are also two cheat options, with which you can add additional lives or advance levels. However should you resort to using either you won't be registered on the high score table.

With all these overwhelmingly good points it seems difficult to fault *Lode Runner* in any way. Nevertheless the sound and graphics must be criticised for their crudeness and simplicity, and the loading of levels for its laborious technique.

The sound consists of little other than a few quirky tunes on completing levels, and some bloops and beeps thrown in for good measure during the game.

The sprites used are nothing more than tiny stick men, about a character square high. But they are in fact well animated. Bricks, blocks, ladders and bars are all as simple as the sprites. Even the colour scheme is plain, consisting of a mere four colours.

The 150 levels are stored in blocks of roughly 16 screens, and need to be loaded from side two of the tape (The main program is on side one and must be loaded first). This proves to be an annoying way of doing things, especially if you get to a high level, die and want to play again - you have to rewind the tape back to the beginning and reload the first levels.

Still, the game doesn't lose out because of these niggles - it's got playability, hookability and most of all, lastability.

GP

Despite the below average graphics, sound and annoying level loading method, Lode Runner *comes up with its head held high. An incredibly playable and addictive 150 screens of platform derivation, combined with a superb choice of options means you'll be playing for a long time to come. Despite the relatively few different elements on each screen, there's enormous variation between the different screens. Some are amazing, and amazingly difficult.*



Dambusters

US Gold/Sydney, £9.95 cass, £14.95 disk, joystick and keys.



Excluding Super Huey, *this is the only flight simulator to have really appealed to me in any way. The effect of flying was pretty poor, but the excellent attention to detail on the inside of the plane, made up for that. Successfully destroying the dam is easy enough on the practice dam run. Flying over Europe, avoiding enemy fire before getting to the dam, is incredibly difficult, frustrating and offputting, though.*

Strap on your goggles and leather helmet and take to the skies in a glorious flight simulation game where you have to blow up dams.

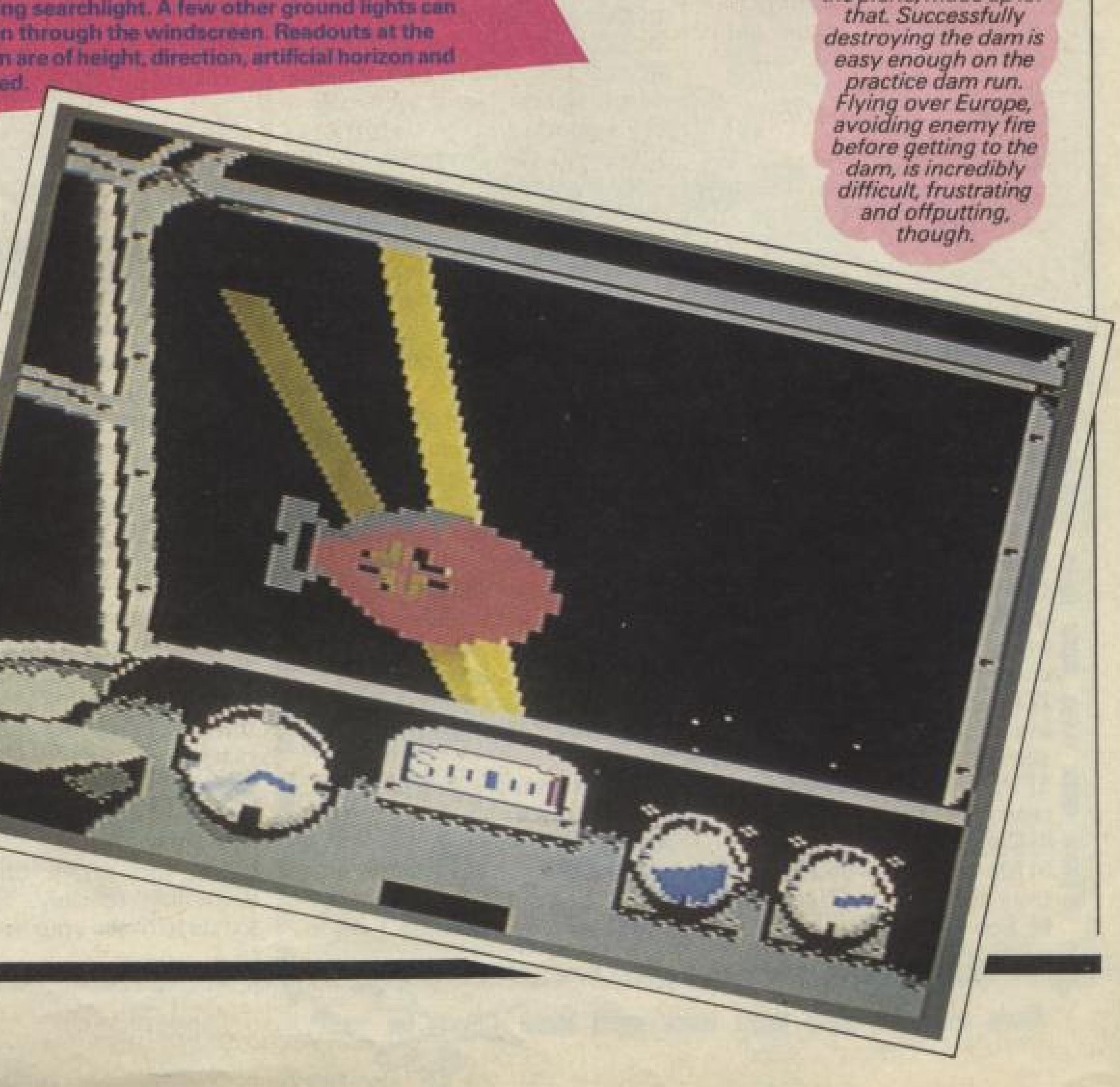
The raid is one from the second world war which has been immortalised in film and now on the 64. Your task is to drop a single 'bouncing' bomb and blow up a dam at night. However dropping the bomb is the easy bit, getting to the dam across occupied Europe in the dark is what's really tough.

The whole burden of the raid rests on you - you do the jobs of all seven crew members. You can choose one of three missions of increasing difficulty. The practice dam run lets you just do the bomb run without any ground based opposition to fly over.

The other two missions are much harder starting you on the French coast and a British airfield respectively. This gives you much longer and tougher flights to complete, with a take off required from Britain in the 'squadron leader' option.

When you're in the air you have seven instrument screens

A barrage balloon looms into view in front of a scanning searchlight. A few other ground lights can be seen through the windscreen. Readouts at the bottom are of height, direction, artificial horizon and airspeed.





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Lode Runner is very user-friendly/great fun! Lode Runner is a very well thought-out package and is extremely playable. A must for game connoisseurs.
Tom Hussey

POPULAR Computing WEEKLY

LODE RUNNER COMPETITION

Send us your best screen design, on cassette or disk, by 30th June 1985, to the address below. It may become one of the best British screens to be included on **'CHAMPIONSHIP LODE RUNNER',** for release by Ariolasoft later this year. A prize of a **Mini Krugerrand** will also be awarded for each screen used.

AVAILABLE FROM ALL GOOD SOFTWARE RETAILERS *– If it's not there, please order it – or in case of difficulty send your crossed cheque/P.O. made out to* ***Ariolasoft U.K. Ltd.*** *including your own name and address, to Ariolasoft U.K. Ltd., Suite 105/106, Asphalte House, Palace Street, London SW1E 5HS.*

▶ Lode Runner Cassette £9.95 ▶ Lode Runner Disk £12.95 – includes VAT & p&p. U.K. orders only.

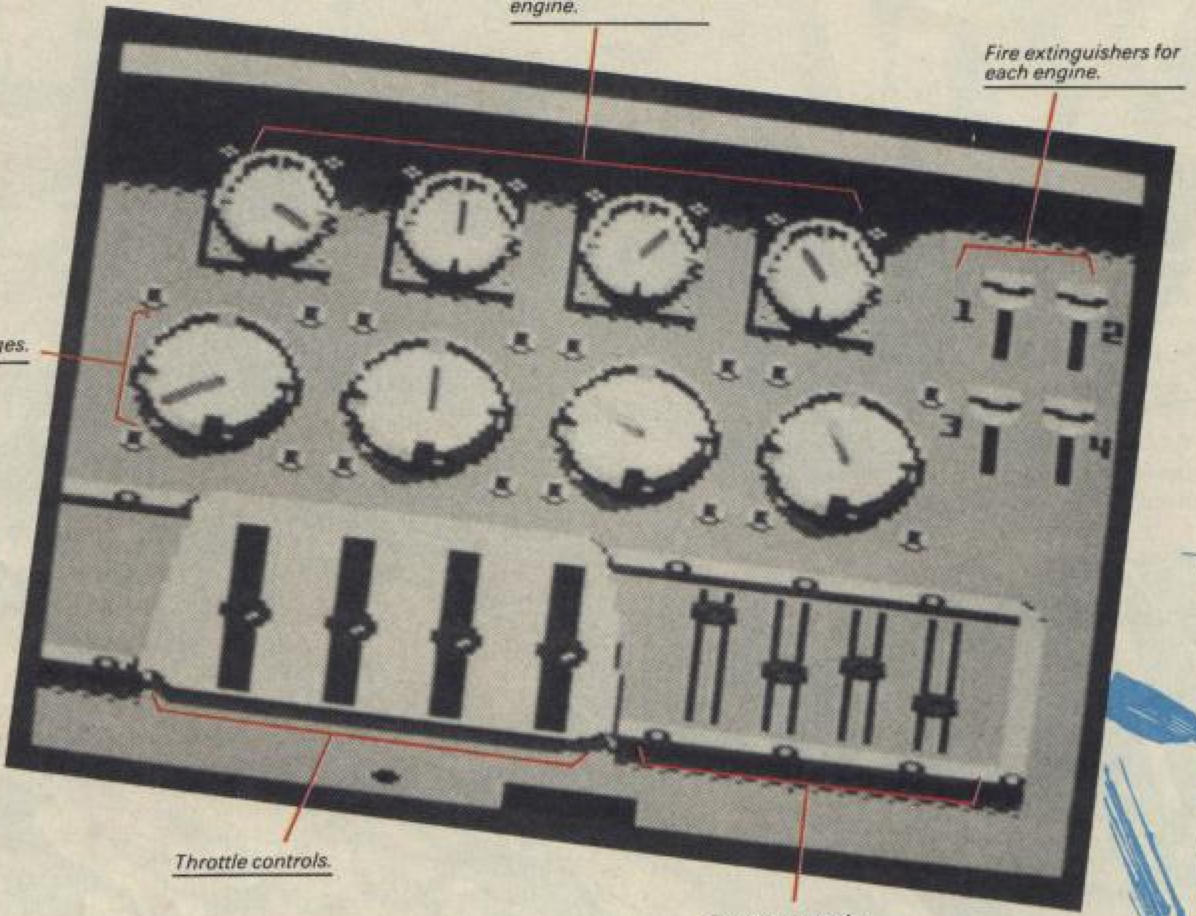
ariolasoft
HIGH PERFORMANCE PROGRAMS



This is a great combination of flight simulator and action although the opposition is incredibly tough over the land. The lack of a score is annoying as is the finality of the crash but these are minor points in a tremendously tough challenge. This won't be an easy mission to complete but it will be one of the most satisfying there is.



Very impressive with a superb Lancaster Bomber sound. A nice touch graphically is a view of the lights from towns and cities as you fly over. Instrument panels are excellently drawn but seem lacking in movement. Having great instant appeal this should be a commercial success but I think it could get rather boring in time.





Your bomb overshoots, leaving the dam intact.

PRESENTATION	ORIGINALITY
85% Stunning package and impact, but lacks any scoring.	73% A flight simulator with a difference.
GRAPHICS	**HOOKABILITY**
80% The still graphics are superbly atmospheric.	90% Huge appeal thanks to the great graphics, superb feel.
SOUND	**LASTABILITY**
70% Not too many effects, but what there are are superb.	73% The squadron leader mission will take a lot of cracking.

VALUE FOR MONEY
78% An excellent program and certain commercial success. Slightly tarnished by a couple of annoying quirks.

Bombing the dam

Once you are within range there are a number of factors which have to be set exactly in order to successfully bomb the dam. A blue marker will appear on the speedometer and the needle must cover it exactly. Your height must also be exact and a special bomb aimer screen lets you gauge this.

Once you are below 100 feet it allows you to turn on two spotlights which when perfectly overlapping mean you are at the right height. With that done you can get the bomb rotating and when it is up to speed, sights will appear on the front gunner's screen. When these line up with the dam's towers you should release the bomb.

The bomb is now seen skimming across the water and a successful drop will blow a huge hole in the dam through which water will pour. If you miss you will be told what you did wrong.



to control, plus an extra one on the squadron leader mission. Each of these represents a member of the crew except for a status screen which shows you your damage and success against the enemy defences.

Each screen is accessed by a number on the keyboard, the most important being the PILOT where you actually fly the plane. Here you control compass direction, the plane's banking, height and also an airspeed indicator. This screen shows the terrain you are flying over: either blue streaks for sea or yellow dots (lights) for land. Searchlights, barrage balloons, night fighters and flak appear here and except for the flak you can shoot these on the FRONT and TAIL GUNNER screens. These feature



tracer fire which looks and sounds excellent.

The BOMB AIMER screen is used to set your altitude precisely in the final bombing run (*see panel*), while the NAVIGATOR shows a six screen map of Europe including your Lancaster and lots of ground installations like population, military, industry, airport and radar centres as well as the three dams. The map helps you to guide the bomber away from the main danger areas on its way to the dam.

The other main screen is the ENGINEER in which you control the throttles and boosters for your four engines to maintain speed. A second screen is introduced for the SQUADRON LEADER so that you have to watch fuel and also use the flaps and undercarriage on take-off.

The instructions come with some weighty briefing notes which are needless but interesting. The sound effects are realistic and atmospheric. One disappointment was the lack of a scoring system and the fact that after you'd crashed you couldn't access any instruments to see exactly why.

BW



SIZZLER

The blue Player prepares to take a shot at a well-protected basket

INTERNATIONAL BASKETBALL

Commodore, £5.99 cass, £11.99 disc, joystick only

- **Superb sports simulation from the author of 'International Soccer'**
- **One or two players with nine computer levels**

The long awaited sequel to *International Soccer* has been floating around for months in various pirated and rather unsatisfactory pre-production forms. Now at last the real thing is here, and it's brilliant.

Anyone who has seen *International Soccer* will instantly recognise the players, only this time they are bigger and are dressed in really cool basketball gear.

For the two of you who haven't seen *Soccer1*, *control of a team of players is easy. The nearest player to the ball is chosen by the computer and put under your control. You'll know which player this is by his vest changing colour slightly. If you pass a ball, then the receiving player is automatically selected for you to control.*

On loading you are presented with a series of options. Select one of the nine computer levels or play two players with a friend. If you don't like your team's colours then you can change them from a varied choice of strips.

This program also allows you to play three types of rules: NCAA, NBA and Olympic. Each setting has its own rules and characteristics.

Once you are happy with the settings you can start the game which begins with four cheerleaders doing a little dance. The teams then run out of the changing rooms onto the pitch and go to their tip-off positions.

A whistle will sound and the match starts. The ball is thrown into the air and the players have to jump up and knock the ball



Thoroughly enjoyable sports simulation which had just as much impact as its older brother Soccer. Action packed, with great attention to detail and play that you can really relate to, make this one an instant classic. I loved every minute playing it and it's released at a price that anyone can afford. Don't miss it.

down to their own players. As the ball is thrown up and down the pitch the playing area scrolls up and down keeping the ball in the middle of the screen. The actual playing area is about three screens long and is viewed panoramically like International Soccer.

On the far side of the pitch is a grandstand in which detailed and polite spectators sit, watch and applaud any good moves. Advertising hoardings and the scoreboard both feature on the grandstand giving it a really life-like appearance.

The players are large, chunky and superbly animated and look incredibly realistic. There are some really nice touches too like a player stooping to collect a low bouncing ball.

The ball itself behaves like a real basket ball and bounces convincingly and has a clear shadow which increases and decreases as the ball bounces.

The scoreboard displays the score (of course), time remaining and, depending on the rules played, the time the ball has been carried. It also prints up GOAL! and tells you when the ball is out, if you have fouled or made any sort of violation.

At the end of a game the players will re-emerge from the changing rooms and are followed by a woman in an evening dress. A player from the winning team steps forward and she'll present him with a cup which he holds aloft, victorious.

The gameplay is terrific and some complex and clever play can be performed easily. The game is easy to master and level one is a doddle to beat but level nine really gives you a run for your money.

JR

Stealing

If an opposing player is standing still, rush up to him (be careful not to go crashing into him or else a foul will be awarded against you). When you reach him you'll automatically steal the ball: quickly turn away left, right or back and the ball is yours.

Blocking is another important factor in gameplay. Timing is crucial in this manoeuvre although the movement is simplicity itself. Just when the opposition is about to throw, jump up and if timed correctly you will either steal or block the ball. You don't only have to stand still to block, you can run in, jump across the throw and catch the ball in mid air which is really good.



Well worth the wait and despite its long time in development still an excellent up-to-date game. The nine levels mean any standard of player can get a good game against the computer. The only disappointment was that you can't control the length of the game and I would really like much longer high scoring games. Should prove just as popular as International Soccer *and at a delightful price.*

Ball control

Control of the ball is really easy and takes only a little bit of practice. What is more difficult is actually scoring a basket, but again a little perseverance will reap its own rewards.

When you receive a ball your man will automatically bounce it and will run with it without dropping it. If you press the fire button he will throw it: the longer the fire button is held down the further he will throw the ball.

If there is a player in the general direction of the throw then the ball will go to him. If, on the other hand, there is no player present the ball will be thrown off the pitch.

Actually going for a basket is the most tricky and important aspect of the game and practice at this is essential. Don't forget that manoeuvring in mid air is possible just before your player releases the ball. To do this simply point the joystick in the direction that you want to throw and your man will spin in flight.

Remember that the longer you keep your finger on the fire button the further the ball will be thrown. Therefore when you're near to a basket tap the button. It takes a bit of practice to get the feel of the throwing action but is quickly mastered within a few games.





This game gripped me hard when I first saw it, and it hasn't let go several weeks later. It's similar to Soccer *to look at, but any similarities stop there. This is a brilliant sports simulation and is a worthy successor to its incredibly popular forerunner.*

PRESENTATION 80% Choice of difficulty level, award presentation after play.	**ORIGINALITY** 65% Another sports simulation, but it's not like the others.
GRAPHICS 87% Impressive and realistic animation.	**HOOKABILITY** 89% Excellent game-play means very strong appeal.
SOUND 36% Bouncing ball, ref's whistle, crowd applause.	**LASTABILITY** 87% The computer is very tough on the high levels — also a great 2-player game.

VALUE FOR MONEY

92% Very cheap for such a high-quality program. May even do as well as International Soccer.

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ZZAP! COMP







Take-off with the Red
flight simulator!

100 hot copies to b

The Red Arrows will soon be zooming into action on the 64 in a new flight simulator from Database. The famous aerobatics team appear at shows all over the world and with a copy of the game you too can take to the air.

The program puts you into the cockpit of one of the Red Arrows planes – you have to guide it through a series of difficult aerobatic manoeuvres! Through the screen you see other members of the squadron flying in close formation around you.

We've got 100 copies of the game for you to win by designing the plane you think the Red Arrows will be flying in the year 2050. Just let your imagination run riot and come up with the sleekest, fastest, meanest fighter plane you can.

The entries should all be drawn on A4 paper and preferably in black ink or pen, although colours can be added if you wish. The drawings should be sent to us at...

Red Arrows Competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX

...and should arrive by the 13th June. Don't forget to include your name, address and (if possible) phone number. The best 100 will get a copy of the game and you never know we might even print our favourites in the mag.



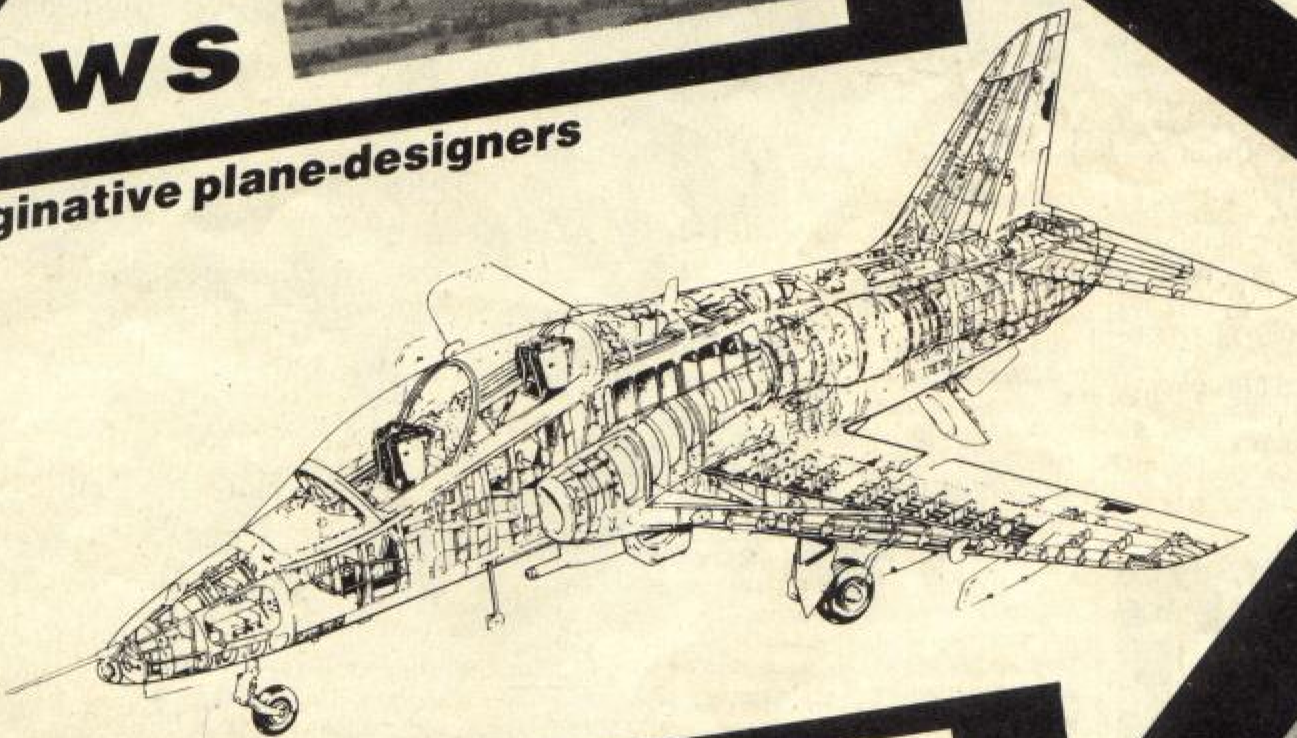


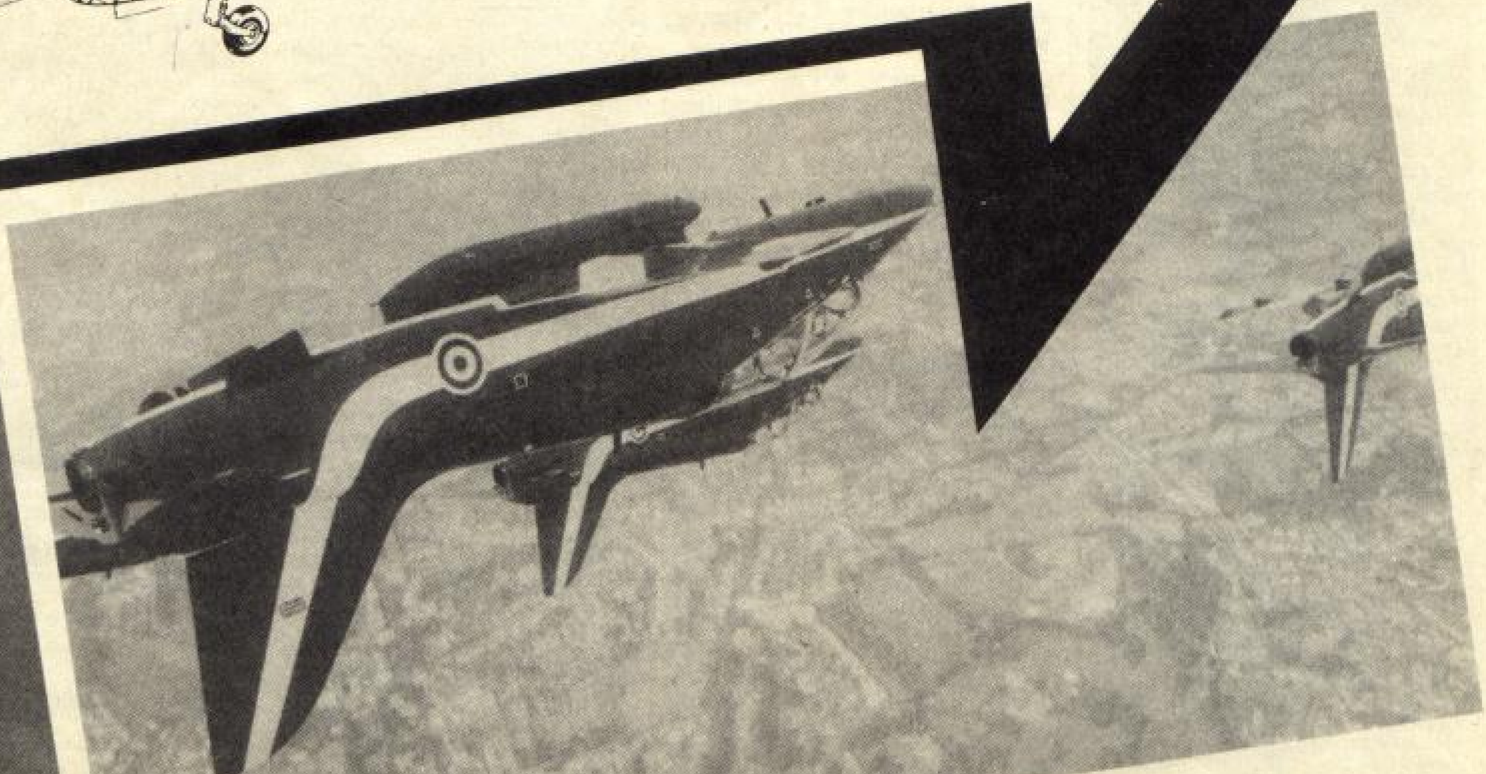


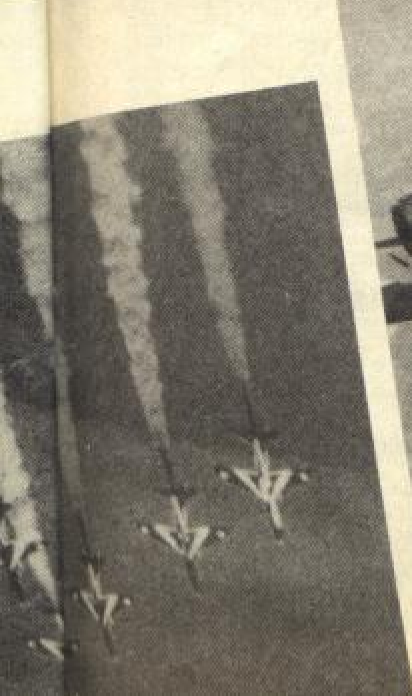


Arrows

e won by imaginative plane-designers









ZZAP! TEST

SKYJET

Mastertronic, £1.99 cass, joystick or keys

● **Exciting shoot-em-up at a low, low price**

The Mastertronic range of games is continually growing and improving immensely. *Skyjet* is no exception.

The game is a horizontally scrolling shoot-and-pick-em-up spread over several screens' length and five levels.

Supply bases need to be built and nasties are to be disposed of. Only you, in your super-sleek futuristic helicopter can rise to, and accomplish this challenge.

In order to build your supply bases you must collect a number of supply pods (marked ET for identification purposes, and no, I don't know why either) from around the landscape and drop them over a designated building area (with an accurate press of the fire button).

The landscape is around four screen lengths long, and scrolls smoothly from side to side as you go. On the first level there are islands and 'oceans'. Pods are to be found on the islands, and ships and submarines in the water. On the next level there is a similar scene, but with tanks patrolling the land.

Control of your wobbly helicopter is unrealistic, but doesn't affect the game-play badly in any way. Simple four way joystick movement moves the helicopter in four directions. Pressing the fire button fires missiles horizontally and holding down the button drops bombs.

There is a form of gravity acting upon your 'copter that will pull you down if you don't counteract with a push in the upward direction.

Should you come crashing down, or get hit by anything hostile (including the landscape), you will weaken your helicopter's shield. The strength of your shield depends upon the skill level chosen, and once it runs out, one of your five lives will be lost. Unfortunately there is no indication of your shield's status, and thus how close to death you really are.

The explosions are reasonable, as are the rest of the graphics. Sprites have a cartoonlike appeal to them, and landscapes are simple areas of colour. Sound comes in the form of average WHEEs and BOOMs and little else.

The instructions aren't exactly amazing, but they do give you enough information to get going. In game presentation gives you options for skill level, sound filter control, restart and pause. The filter control option is good and some great rumbling explosions can be achieved through it. However it's annoying to have to go through this option every time before play.

GP



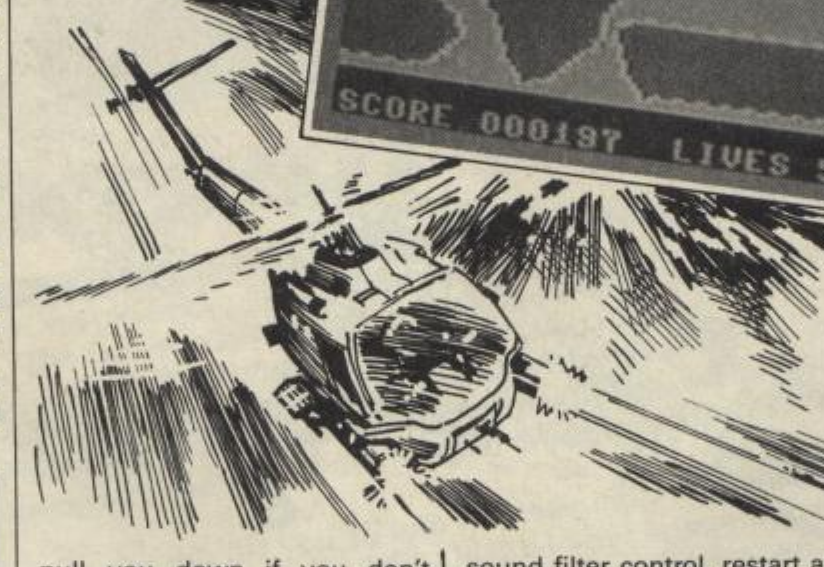
Okay so it isn't the most original or brain-taxing game in the world but it's GREAT fun. Blasting away with your three-pronged laser at anything that moves while being really constructive with your own installations. The filter setting allows you to get some really meaty explosions that thunder around and the action is nothing if not constant. This makes a nice break from thinking games and at the price its a snip.



Most of Mastertronics early efforts should be X-rated because they're so horrific. This is one of their £1.99 specials so I feared the worst. I found myself surprised at a pretty good helicopter blasting game. Challenging, noisy, fast and action-packed, providing excellent value for money.

Your chopper is carrying a building block having just released a three-pronged burst of fire. The ships below are setting off explosions which start as small dots and end as whacking great balls of fire.







Don't let the less than brilliant graphics and only reasonable sound effects mar your opinion of the game. As simple as it may appear on screen, you'll soon find that it isn't so on playing. It's interesting enough to get you hooked for a few plays and enjoyable enough to keep you coming back for a few more. I look forward to more of such quality at such a low price.

YOUR ENEMIES

Here's what to expect on the first two levels:

SUBMARINES. Bombing these earns a measly 20 points, but at least quells their fire. Each time a submarine gets bombed, the next one to appear moves faster and is more difficult to hit. Should you be unlucky, or foolish enough to allow a submarine or two to pass, then the enemy will increase in number and ferocity.

FUTURISTIC FIGHTERS and later UFOs marked 'US' will zip back and forth to hinder your progress. These can be shot, but not bombed, and even then only at a close range. This makes them tricky to hit, as well as being awkward to avoid.

THE CRAFT patrolling the landscape on each level, can't be shot or bombed, and so must be avoided. They shoot frequently at you though, their explosions rocking the skies.

PRESENTATION
63% *Great loading screen, nice and concise instructions.*

GRAPHICS
58% *Smooth scrolling, average looking sprites.*

SOUND
44% *Simple noise but nice changeable rumbly explosions.*

ORIGINALITY
61% *Fairly new approach to shooting, picking up and dropping things.*

HOOKABILITY
73% *Enjoyable enough to get into.*

LASTABILITY
60% *Five different levels of multi-screen playing area.*

VALUE FOR MONEY
78% *Good in its own right but particularly good at this price.*

ZZAP! HITS



We proudly present
the first ever Zzap readers' games chart

YOUR top 64!



1.IMPOSSIBLE MISSION (25.9%)

CBS, £8.95 cass, £11.95 disk

This superbly animated platform derivative certainly lives up to its name. Outstanding graphics, sound and amazing digitised speech as your agent leaps and bounds over electrified robots. Search through furniture and household objects to discover pieces of password. Collect 36 pieces of puzzle and assemble them correctly to create a password to save the world.

2.BOULDERDASH (13.7%)

STATESOFT, £8.95 cass, £10.95 disk

Perhaps the most addictive game ever. The idea is to collect a certain number of diamonds inside a time limit while avoiding being hit by boulders which tumble as you clear the earth round them. Other enemies are fireflies, butterflies and amoeba, and the game's unique attraction stems from the fact that you must exploit the behaviour of these enemies to achieve your goal. There are 16 very different multi-screen caves and five very different levels – in all, months of challenge.

3.INTERNATIONAL SOCCER (7.5%)

COMMODORE, £14.95 cartridge

If you're a fan of football then this game is an absolute must for you. Camera style panning follows the action. Graphics and animation par excellence and quality gameplay result in sheer addiction. A two player option and nine levels of the computer make winning the cup a real-life battle.

4.STAFF OF KARNATH (6.1%)

ULTIMATE, £9.95 cass

Joystick controlled adventure in a series of graphically stunning 3D rooms. You have to collect 16 pieces of a key to save the world. To help battle witches, toads, bats, spiders and other evils you have a series of spells at your disposal – but you have to work out how to use them. Great entry into the 64 market by Ultimate.

5.GHOSTBUSTERS (5.7%)

ACTIVISION £10.99 cass, £19.99 disk

Film spin-offs extended to the computer game with this ghost trapping extravaganza. In a ghoul-infested New York you have to trap slimers to boost your bank balance and vacuum frozen roamers. The marshmallow man appears to try and dent your profit margin by stomping buildings and by blocking your path to the temple of Zuul. Brilliant music and speech synthesis enhance an excellent game.

6.BRUCE LEE (3.8%)

US GOLD, £9.95 cass, £14.95 disk

The legendary Bruce Lee comes to your screens in a kickin', leapin' all action platform variant. Plenty to do as you battle your way through the Wizard's 20-location fortress in search of wealth and immortality.

7.SPY HUNTER (2.8%)

US GOLD, £9.95 cass, £12.95

Arcade quality vertically scrolling shoot-em-up in a James Bond style. Great atmospheric music and superb feel adds to the tension as you blast and bump cars and motorbikes off the road. Go far enough and you continue the action in a speedboat.

8.SPY VS SPY (2.8%)

BEYOND, £9.95 cass, £11.95 disk

The black and white cartoon spies from MAD magazine come to life in a race to get documents to the airport. A one or two player game featuring booby traps and hiding places as you race against the clock and your opponent to escape an embassy.

Last month we printed our own top 64 games but now we've handed over to you and it seems for the most part you've agreed with us.

IMPOSSIBLE MISSION, our number two, raced away to number one, with our personal favourite BOULDERDASH being a clear second. INTERNATIONAL SOCCER bounced up to number three while the rest of the top ten all had to fight hard for their places.

This month we've printed the percentage of the vote that the top ten games got and as you can see Impossible Mission was streets ahead. The lower reaches of the chart are very close so every vote can make a difference.

There are some interesting appearances further down the charts that look set to move up, notably ROCKETBALL, PITSTOP II, LODE RUNNER and EVERYONE'S A WALLY. ELITE, despite the fact that at time of writing it hasn't been released on the 64, has also appeared and from the interest shown so far, the only place it can go is up.

Great to see that you agree with our tacky top sellers – not one of them has made an appearance in the chart. Mind you we're not all that sure about some of the ones you HAVE chosen.

MARK SALMON of Edgerton, IAIN CUNNINGHAM of Kingston and MARCO SPINELLI of Bournemouth correctly predicted the top three games and Zzap! 64 T-shirts and £20 worth of games will be winging their way to them. Commiserations to KEVIN NG of Colwyn Bay and GARY O'SULLIVAN of Ruislip Manor who also made the right prediction but weren't drawn out of the hat.

If you want to win just get that form sent in and send your favourite games up the charts.

9.DECATHLON (2.3%)

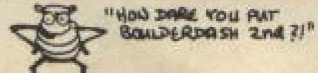
ACTIVISION, £9.99 cass

Much sweat and tears to be had in this brilliant joystick waggling sports simulation. Compete against the computer or three friends as you work your way through the ten events of the decathlon. Break records and hear the crowd roar you on, do badly and prepare for disappointment. Stunning graphics and astounding animation give this game the gold medal!!

10.RAID OVER MOSCOW (2.2%)

US GOLD, £9.95 cass, £12.95 disk

The remarkable, but controversial follow up to the best seller *Beach Head*. Prevent the oncoming missiles from annihilating America by penetrating Russian defences to destroy the reactor housed at the Kremlin. Exciting multi-screen arcade violence for war-mongering fascists.







11.SUMMER GAMES

QUICKSILVA, £14.95 cass, £19.95 disk

Astounding graphics and animation make this olympic simulation a joy to behold as well as to play. A large range of options and superb gameplay make it one of the best games simulations competing at the moment. Would be higher but for the price.

12.ELITE

FIREBIRD, £14.95 cass, £17.95 disk

The greatest Beeb game of all time at last reaches your 64. A galaxy awaits you in this incredible trading/shoot-em-up adventure. All sorts of potential gameplay is available, see what suits you best. If you get bored (!?) there're six special missions to keep you on your toes.

13.LORDS OF MIDNIGHT

BEYOND, £9.95 cass

The classic Spectrum adventure now on the 64. There's 4,000 locations, each with 8 possible landscape views. Defeat the ice crown or the armies of Doomdark to win. Multicharacter control, vast playing area and great atmosphere make this a real biggie.

14.AIRWOLF

ELITE, £7.95 cass

In a highly responsive helicopter you have to rescue five scientists from an underground cave complex. Tight control, slick graphics and a confusing cave layout make for an excellent game.

15.TROLLIE WALLIE

INTERCEPTOR, £7.00 cass, £9.00 disk

Collect 40 shopping items from this deadly 4-way scrolling supermarket and deposit them five at a time at the checkout desk. Terrific platform game with amazing music nicked from Jean-Michel Jarre.

16.SUICIDE EXPRESS/ BLACK THUNDER

GREMLIN GRAPHICS/QUICKSILVA, £7.95 cass

Tony Crowther's excellent revamping of *Loco* in two slightly different versions for two different companies. Guide your futuristic super locomotive/moon buggy past the graphically outstanding background scenery, shooting a way through the lost cities. Avoid or shoot hovercraft/guided missile, spaceships, aircraft and other nasties to achieve a large enough score to leave the planet.

17.SOFT AID

SOFT AID, £4.99 cass

The computer answer to Band Aid features ten *well-known games and the Band Aid song for only £5. Brilliant value for money, with all proceeds going to the Band Aid funds. Come on you measly pirates, buy something for once.*

18.ROCKET BALL

IJK, £7.95 cass

Tremendous music and smooth graphics in this violent Rollerball-style sports simulation. It's the year 2010 AD and the only battles that are fought are on the circular Rocket Ball field. Are you tough enough to survive this daunting challenge?

19.TAPPER

US GOLD, £9.95 cass, £12.95 disk

Complete with the smart graphics and sound of the original, this is an excellent conversion of the underrated arcade game of the same name. Keeping the thirsty customers satisfied by slinging them drinks is tough but compulsive work.

20.CLIFFHANGER

NEW GENERATION, £7.95 cass

In a Road Runner type cartoon you have to kill the bad guy with various traps of increasing deviousness. With 50 screens it will have you puzzling and laughing for days.

21.FOOTBALL MANAGER

ADDICTIVE GAMES, £7.95 cass

A classic strategy game where you manage a football club. You control the players and the money as you battle to win the league championship and the FA cup.

22.PASTFINDER

ACTIVISION, £9.95 cass, £19.95 disk

Excellent arcade-action blast-em adventure in true *Xevious* style. A huge playing area awaits intrepid explorers as you bound and crawl over surreal landscapes in your quest for artifacts. Deposit them at the bases and uncover the map to rack up a rating.

23.BREAKDANCE

CBS/EPYX, £8.95 cass, £11.95 disk

Bodypop your way to the highscores in this breaking game. Gyro, moonwalk and up rock your way through four screens of action. Get down to the electrobeat soundtrack, but don't break a leg.

24.QUO VADIS

THE EDGE, £9.95 cass

Massive scrolling caverns (over 1000 screens altogether) are filled with alien beasts and lava pits preventing you finding the precious sceptre. Treasure chests nourish you as you search for the riddles and explore the platform filled landscape.

25.SUPER HUEY

US GOLD/AUDIOGENIC, £8.95 cass, £14.95 disk

Outstanding helicopter flight simulator with superb graphics, sound and feel. Four different games available: combat mode, mapping, rescue and for someone who's unfamiliar with flying a helicopter, a training mode.

26.PYJAMARAMA

MIKRO-GEN, £7.95 cass

A superbly colourful, humourous and teasing graphics adventure. You have to wake the sleeping Wally from his nightmare by setting off his alarm clock. Before you can do that you'll have to work out how to use lots of objects as you explore Wally's weird mansion.

27.BOOTY

FIREBIRD, £2.50 cass

Set in a pirate ship you must explore the decks collecting treasures and booty while avoiding the fearsome cutthroats and other dangers that bar the way. Good value multi-screen game with unusual elements.

28.HERO

ACTIVISION, £9.99 cass

Explore the caverns in search of lost miners. With the aid of a prop pack, dynamite and a microlaser, R. Hero must rescue the trapped miners from the mine shafts in Mount Leone. An initially simple game but is soon found to have considerable depth in more ways than one.

29.TIR NA NOG

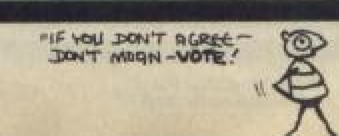
GARGOYLE, £9.95 cass

Fantastic film quality arcade adventure. Guide Cuchulainn around Middle Earth in search of the fragments of the Seal Of Calum. Large playing area, fantastic animation and loads of challenge make this one a *real* arcade adventurer's adventure.

30.FORBIDDEN FOREST

US GOLD, £8.95 cass, £12.95 disk

Atmospheric music and graphics mark this dangerous stroll through an eerie forest. Defend yourself against outsized spiders, skeletons, snakes and dragons with only your trusty bow and arrow to help you. Failure results in a very gory end.



31.POLE POSITION
US GOLD, £9.95 cass, £14.95 disk

The officially licensed arcade conversion bringing the thrills and spills of Grand Prix racing to your screens. A series of options give this one plenty of challenge as you battle your way to that elusive record time and score.

32.LODE RUNNER
ARIOLASOFT, £9.95 cass, £11.95 disk

A platform fanatic's dream come true with 150 difficult and devious screens as you try to steal all the gold from the evil Bungelings. If you complete all of them you can use the screen designer to build some of your own even harder ones. Challenge unlimited with this one!

33.PSI WARRIOR
BEYOND, £9.95 cass

This highly original game places you in an abandoned military silo on your magnetic surfboard. You have to capture the psychic energy forces of psi and id in order to defeat the Source at the bottom of the 60 level silo. Your job is made difficult by the tortuous route you have to follow and the psychic powers that you must gain. Exciting graphics and game-feel.

34.PITSTOP II
CBS/EPYX, £10.95 cass

Absolutely amazing simultaneous two player *Pole Position*. Great arcade-quality graphics and sound as you battle either against the computer or a human in a Grand Prix race. Six tracks and a variety of options give this long lasting challenge.

35.ZAXXON
US GOLD, £9.95 cass, £12.95 disk

The definitive version of the legendary arcade game. Blast your way over the 3D diagonally scrolling Zaxxon fortress in true and destroy the giant robot before he destroys you.

36.SLAP SHOT
ANIROG, £8.95 cass, £10.95 disk

Two player ice hockey simulation with a scrolling ice rink. Try to put the puck into your opponents net or get violent with your hockey stick.

37.ANCIPITAL
LLAMASOFT, £7.50 cass, £9.50 disk

The battle against the Zzyaxians continues in Jeff Minter's strangest and most wonderful creation yet. You, as a half-goat, half-man, must blast your way through 100 rooms of weirdness. A unique four way gravity system makes this a superlative shoot-'em-up

38.RAID ON BUNGELING BAY
ARIOLASOFT, £9.95 cass, £12.95 disk

Deep in enemy territory in your helicraft, you must destroy the six factories supplying the War Machine. You face increasingly heavy opposition and must protect your carrier or you are left alone.

39.CAULDRON
PALACE, £7.99 cass

Terrific arcade adventure featuring a witch in scrolling shoot-em-up and platform action. Atmospheric graphics and sound in an extremely tough game.

40.GRYPHON
QUICKSILVA, £7.95 cass, £12.95 disk

Collect gold bars to bridge the perilous waters blocking your escape. Six levels of nasties to contend with over three superb backdrops. Unusual control, mind blowing graphics and astonishing sonics make this an impressive addition to any collection.

41.TALLEDEGA
AUDIOGENIC/COSMI, £8.95 cass

Novel approach to the 3D road race theme. Violent tendencies are needed as you battle your way to the front of the race. If Nascar racing is your scene then go for this one.

42.THE GUARDIAN
ALLIGATA, £7.95 cass

Arguably the best version of *Defender* available for any micro. Hurtle over barren landscapes protecting your humanoids against six types of marauding aliens. This classic arcade game requires total concentration, mental skill and manual dexterity as you battle your way to that elusive high score

43.UP 'N' DOWN
US GOLD, £9.95 cass

This fun-to-play arcade conversion will frustrate you immensely. Rush and jump your car around the rounds in search of the coloured flags. On completing a screen you progess to an even harder level, and eventually to flags that trundle about on trollies.

44.FRAK!
STATESOFT, £8.95 cass, £10.95 disk

Trogg the caveman, armed only with a yoyo, has to battle his way through platform-type screens filled with weird and wonderful monsters. Find the keys to progress to an even harder level filled with even stranger creatures.

45.SHADOWFIRE
BEYOND, £9.95 cass

Superb graphics and Depeche Mode type tune are all featured in this brilliant icon driven adventure. Rescue the Kryxix ambassador from the evil General Zoff in the allotted to win the game. Fail and interstellar war will break out.

46.WHEELIN' WALLIE
INTERCEPTOR, £7.00 cass, £9.00 disk

The first in the trilogy of Interceptor's infamous Wallie games. Guide Wally on a wheel through four scrolling landscapes. Gobble dots and avoid low flying teapots, frogs, spiders, snowballs and perilous jumps along the way.

47.REVENGE OF THE MUTANT CAMELS
LLAMASOFT, £7.50 cass, £9.50 disk

Jeff Minter classic in which you guide a fire-spitting camel along a superbly drawn horizontally scrolling landscape. 42 waves of aliens make life difficult, and boy are those creatures weird.

48.POSTER PASTER
TASKSET, £6.90 cass, £9.90 disk

As Bill Stickers you have to charge all over town putting up posters while little beasties try to catch you. Your problems are heightened by either too runny or solid paste and mixed up posters in your box. Highly original game.

49.BIG MAC
MASTERTRONIC, £1.99

In the further adventures of Big Mac the maintenance man you have the task of shutting down the 18 power stations. Each power station comprises of one challenging screen. Go and turn all the switches off to move on to the next screen. Good old platform fun!

50.DAREDEVIL DENNIS
VISIONS

Zoom round the perplexing film sets to earn your pay. The eight difficult and challenging screens on six skill levels for you to tackle will keep you going for hours. Get the oscar that your rotten brother has stolen to advance a level.

51.POTTY PIGEON
GREMLIN GRAPHICS, £7.95 cass

Guide Percy the Pigeon on his quest to make his nest. Hawks, balloons, aeroplanes and other nasties persue you to try to thwart your cretive instincts.

52.ONE ON ONE
ARIOLASOFT, £9.95 cass, £11.95 disk

Basketball game where you can take on Julius Erving or Larry Bird. It's just two of you in a high scoring duel around the basket.

ZZAP! HITS





53. EVERYONE'S A WALLY
MIKRO-GEN, £9.95 cass

The brilliant sequel to *Pyjamarama* puts you in control of no less than *five* odd-looking characters. Each character has a certain set of jobs to do. Complete a job to earn money and when all the jobs are completed, go to the bank and crack the safe to earn your dough. Great graphics, brain-teasing action.

54. CAD CAM WARRIOR
TASKSET, £9.95 cass

A vast number of screens of competent zapping. Battle through 8192 'memory locations' in order to repair a faulty design computer. Collect tokens to aid your mission and take short cuts as rewards for good play

55. MONTY MOLE
GREMLIN GRAPHICS, £7.95 cass

Another scrolling platform game where Monty Mole goes in search of coal and the legendary Arthur. All sorts of hazards face him including flying pickets, hairsprays, coal crushers and acid baths.

56. FLIP AND FLOP
STATESOFT, £8.95 cass, £10.95 disk

Platforms of ever increasing complexity have to be cleared *Q*Bert* style by a monkey and kangaroo. A zoo keeper and his net add to the confusion of being upside down for every other screen.

57. BLUE MAX
US GOLD, £9.95 cass, £12.95 disk

This is a bombing mission with a difference. A great 3D diagonally scrolling *Zaxxon* style game puts you in control of a W.W.1 biplane with the task of destroying enemy factories, roads, and airstrips.

58. BRIAN JACKS SUPERSTAR CHALLENGE
MARTECH, £8.95 cass, $12.95 disk

Tacky shirts are guaranteed with this new joystick waggling game. Score enough points on the qualifying round to challenge the man himself. Eight tough and different events will tax your strength and skill to their utmost.

59. SPIRIT OF THE STONES
COMMODORE, £14.99 cass or disk

Fourty *real* diamonds have been hidden on the Isle of Wight and this game will give you clues to their location. Loads of screens of platform action, a large scrolling replica map of the Island itself and a book make this game great value for money.

60. MOON CRESTA
INCENTIVE, £6.95 cass

Super accurate copy of the ancient arcade game. Blast your way through nine waves of fast and furious aliens. The chance of docking to increase your firepower if you survive is all part and parcel of this basic but old zap.

61. HYPER BIKER
PSS, £7.95 cass

BMX action as you try to negotiate a series of obstacles on your bike. Involves frantic joystick waggling and a good deal of skill and timing.

63. COMBAT LYNX
DURELL, £8.95 cass

Fly your heavily armed helicopter across a 3D landscape hunting for enemy units to destroy. Watch out for those hills though and act fast to avoid enemy fire or you'll be a mess of broken rotor blades.

62. CHOPLIFTER
ARIOLASOFT, £9.95 cass, £11.95 disk

This really ancient game is still fun to play. Rescue the United Nations delegates who've been kidnapped by those evil Bungelings. Once your chopper's full make your way back to your base avoiding the tanks and jets. Then return to rescue more, the going getting even more tough.

64. ALIEN
MIND GAMES, £8.99 cass

Based on the film the game is set on the spaceship Nostromo where the Alien is terrorising the crew. A menu driven real time adventure that taxes the mind.



TOTE YOUR VOTE!

Help your favourite games into the top 64, and win a great Zzap prize package

Here's the form on which you can vote for your favourite games and help build up the nation's best chart for 64 owners.

Basically you have a total of TEN votes which you can allocate any way you like – you can put them all on one game or split them between up to FIVE different games. This is the best way of ensuring that our chart accurately reflects people's preferences.

To ensure that people only enter once you MUST use the form below. This form also allows you to predict what you think will be the top three games in the next chart. The first three people we find with the correct predictions will win a great gift package consisting of a Zzap! T-shirt and games of your choice worth up to £20.

This is an opportunity you can't afford to pass over, so get voting. Entries to: Chart vote, Zzap! 64, 1 Church Terrace, Yeovil, Somerset, BA20 1HX.

ZZAP!64 TOP 64 VOTING COUPON

I am voting for the following games (up to five):

(Please write clearly)

Name..

Address...

....Post code.......................

The games I would like to win are (total price MUST be under £20):...

....

....

My T-shirt size is S/M/L

I predict the top three games in the completed chart will be:

1...

2...

3...

Game (and software house) | No. votes

Maximum total votes 10

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A gripping, realistic computer simulation for the
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QUASIMODO

US Gold/Synsoft, £9.95 cass, £11.95 disk

● **New Hunchback adventure with 4-way scrolling screen**

The bells, *the bells* return in the latest and greatest *Hunchback* game. Although not having anything to do with the Ocean offerings this can still be classed as the return of the hump, with the familiar figure hobbling around his new tasks.

This game has an original scenario, more of a collecting game than the 'rescue Esmerelda' tones of *Hunchback*, even though the familiar battlements, soldiers and bells make an appearance.

Collecting jewels is what it's about and there is a reasonably large, smooth-scrolling playing area which you have to explore to find them.

When you start a game, and at the start of each new level, you are presented with an *Orc Attack* type screen where the battlement walls are being scaled. Ladders are put up and soldiers, whilst throwing many spears, will attempt to climb to the top and attack you. Never fear, you have plenty of rocks to hurl down on their heads which will stop them with a grizzly thud. The animation here is excellent as you throw the rocks in any of five directions (down, left, right and diagonals).

Once these have been disposed of it's exploration time: collect the jewel from its box and take it to its rightful place on a pedestal at the bottom of the playing area. Depositing the jewel will give you access to further sections by extending a ladder you can climb up.

You then have to work your way round the playing area, swinging across chasms on bell ropes and avoiding deadly bats until you reach the battlements again. The use of the ropes, in particular jumping off them, requires careful timing. Unlike *Hunchback*, you actually have to swing the rope yourself, and when you've reached full momentum, this causes the bell to ring with a wonderfully authentic sound.

While you're swinging on the bell ropes, you're safe from a bat attack. But if you're in mid air or walking about, the bats carry a deadly touch.

If you can safely complete your tour, it's back to the soldiers and level two. As you move through the levels new playing screens are made available to you, but on each new level there's an extra bat to contend with.

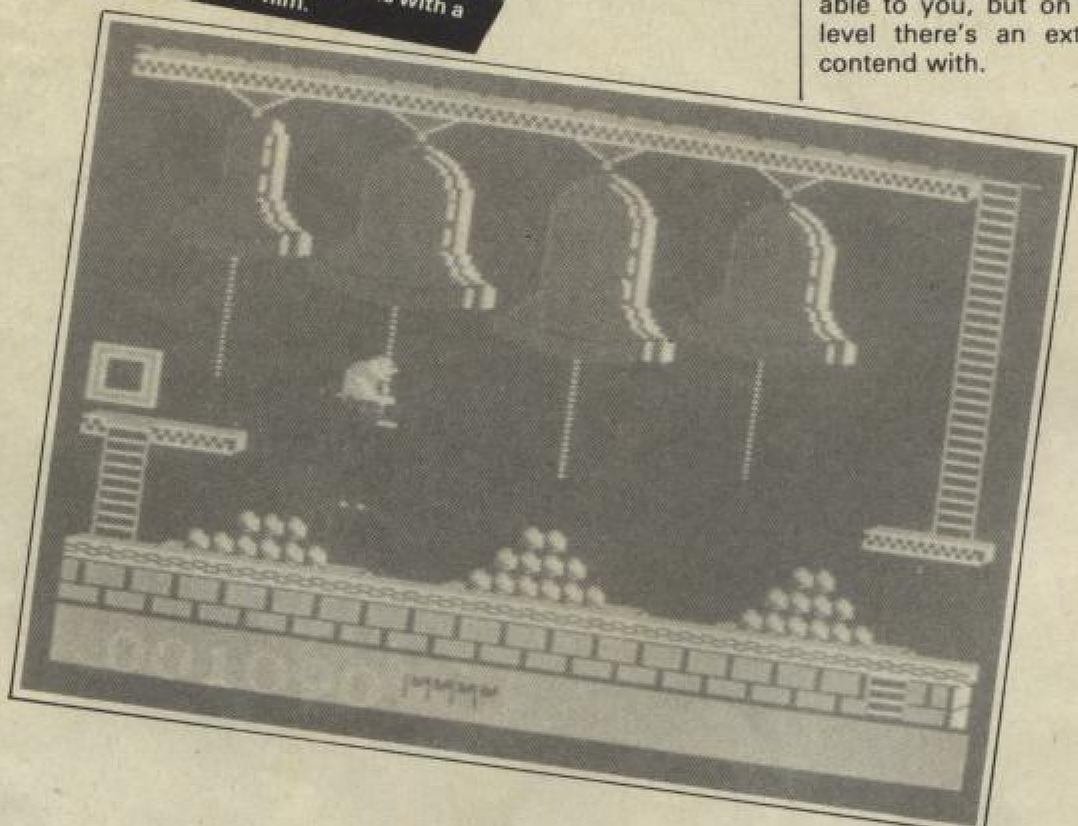
JR



Another slick US game hits the streets and this should be another big success. It's an odd sort of game which has a lot of instant appeal and should be popular with dedicated arcade players. The sound I found was slightly annoying but the bell sounds were particularly good and the graphics are good too.



I really liked this game on my first few goes. Something big, I thought. It was after a hour or so of play that I discovered there wasn't much more to it than I'd already seen – any great interest that I'd had initially was lost. This was a pity, because for a while it proved very enjoyable and taxing.



Our hero Quasi leaps between bells with a bothersome bat below him.

Even level extra screen

On each even numbered level a new playing area opens. Scale the castle walls to acquire the gem which rests atop its battlements and then go back down.

There are windows all the way up the walls from which soldiers with crossbows lean and shoot. This makes going rather perilous, and to make things harder still four soldiers patrol the battlements and drop rocks on you.

Once you have the gem you'll have to wend your way back down to the bottom of the screens to deposit it and start the next level.

Despite first appearances, there is an easy way of doing this screen on the early levels. As you'll maybe discover...



This game looks set to bring swinging on ropes back into fashion. It has an addictive mix of exploration and frantic arcade action that keeps you coming back for one more game. The different control methods needed for some stages make life interesting and you need several joystick skills. Apart from the bells, the sound effects are earnumbing but the animation of Quasi is terrific.

Rating	Score	Comment
PRESENTATION	54%	No high score feature. 1 or 2 player game.
ORIGINALITY	58%	A nice collection of familiar arcade ideas.
GRAPHICS	72%	Smooth movement, pleasing 3D effects.
HOOKABILITY	85%	Immediately compelling. Very enjoyable game-play.
SOUND	34%	Excellent bell noise. Most other effects are simple and annoy.
LASTABILITY	74%	Ultimately not too big a playing area, but plenty of challenge.
VALUE FOR MONEY	76%	Addictive arcade game with great new action for Hunchback fans. A little more variety and it would be a smash hit for sure.

ZZAP! TIPS

GARY PENN works his way through the piles of maps, pokes, cheats and general playing strategies now flooding the Zzap offices – and adds a few of his own!

Impossible Mission Penn-tips part 2: the rooms

As is the case with all good platform games, everybody has their problem screens. So here are my tips on the ones which seem to give the most problems.

Something that a lot of *Impossible Mission* players don't know, is how to tell the number of a room. Simply log on to a terminal, and the number of the room is that of the terminal.

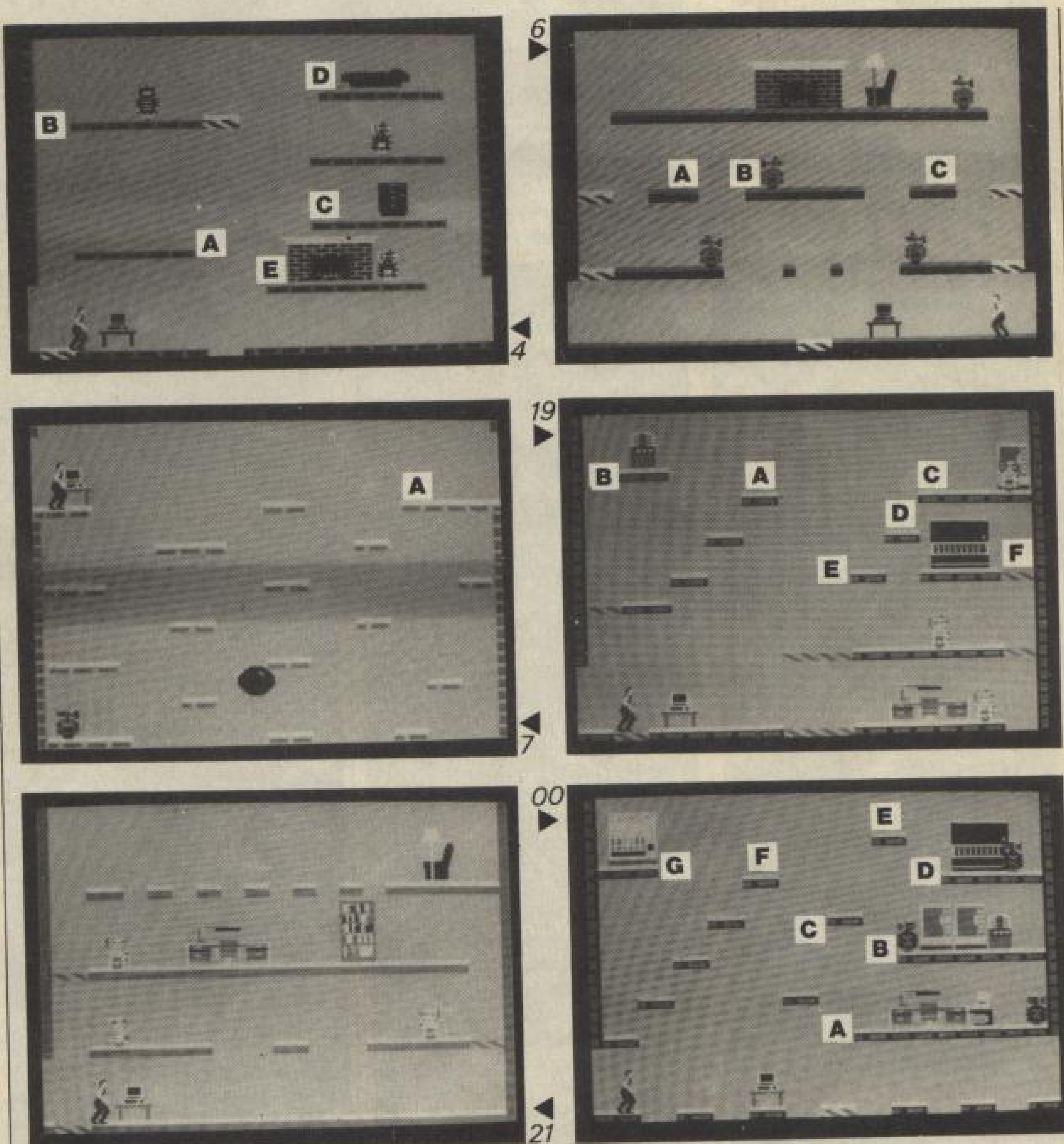
ROOM 00: Possibly the toughest room of the lot. To get to the centre platform/lift looks nearly impossible, but is in fact quite simple. Instead of jumping from platform to platform, you step.

To step from one platform to another you simply move to the edge of the platform, so your toes aren't overhanging, and push right on the joystick, holding right as you step. This will work whenever two platforms are close enough, and is a useful skill to master.

Once you are on the lift move up to platform A, and search the desk and terminal. Then, move up to B and search the objects on this level. To get onto platform C, jump from about the third notch along B. If you wish to get to F and then G, move to far right of C (so that your toes hang over the edge). Tap the joystick lightly to the left so you face left, and then jump to F and lastly G.

The other way to get to G, is via D. Jump to D from C, and then from the second notch along on D, to E. Move to the far left of E and jump to F, then G.

A point to remember when jumping is that you don't need to push the joystick in the direction you wish to go in. Just face the way you want to jump, and press the button. This saves you from unnecessarily falling off of a platform when attempting to jump.



ROOM 04: How do you get the elusive chest of drawers on platform C? There are two methods for this, the first being the easiest but most laborious.

Go to the lift at the bottom left of the screen and move up to B. Stand anywhere along the block indicated, and jump to the right. Hold your breath as you plummet to the ground...and land safely on platform C.

The second method is the most difficult and dangerous, but once learnt it's the quickest and easiest. Move up from the bottom left lift to platform A. Run to the end of platform A, and just as you fall off, jump and land on C. Yes, I'm serious – jump. The timing is crucial and may take time to master, but it's worth it. I don't know if it's an intentional feature or not,

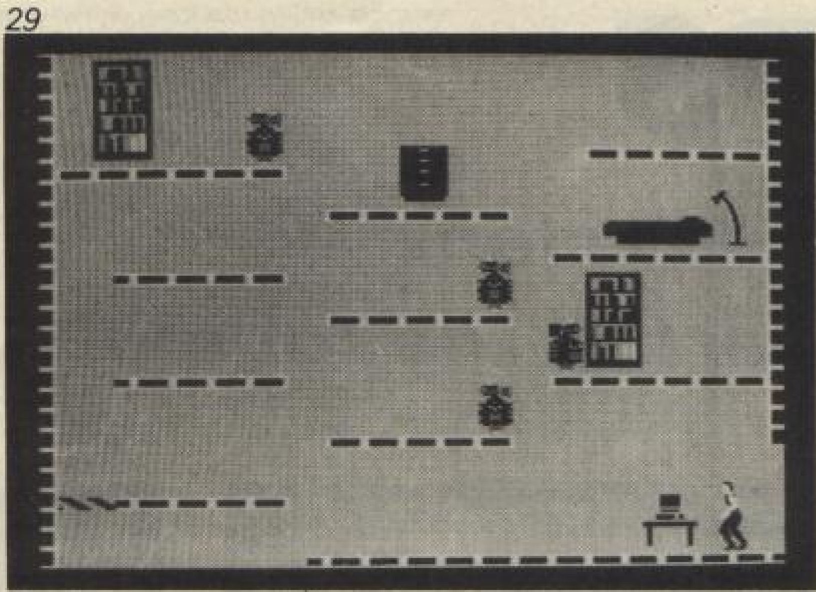
but it certainly is a useful one and can be used elsewhere.

ROOM 06: By using the lift in the centre of the room, move up and jump across to either of the lifts at the far sides of the room. Move up a level with these lifts and step to A for example. Jump from A to B and from half way along B to C. From C jump to the other set of lifts, move up to the top level of the room and examine the furniture there.

ROOM 07: To go from left to right. Don't move as soon as you have entered the room. Press the fire button four times to get to the other side and out. To go from right to left, run to the edge of A after entering the room, and jump four times as before.

Impossible Mission

29



ROOM 19: Run to the second of the set of two platforms and go up once. Step over to the first platform and go up twice – you can now jump to A, then B, and search the juke box.

To get to C, jump back onto the first platform, move to the edge it and jump to C. Fall down to D and then E. Stand at the intersection between the second lift and E, and jump right, over D, onto F – The coke can machine is all yours.

ROOM 21: To get across to the armchair and lampshade, use the stepping method previously described.

ROOM 29: It's extremely rare to be able search all objects in this room with any real ease. I've always had to use a snooze and move pretty darn fast, and I advise you to do the same.

Ten classic cheats: trusty and rusty

This is a list of some of the really old and crusty tips that many 64 owners probably know about already. By all means send me tips on anything and everything, but please try to make sure it's not one of those below – I'm getting sick of the sight of them! Still, may as well print them once for the record.

1.DT's DECATHLON (Ocean).
Instead of waggling your joystick feverishly left and right until it breaks, you can hammer away in frustration on the keys CTRL and 2 until *they* break.

On the high jump, set the bar as high as possible and you can jump 'under' it to qualify.

2.BEACH HEAD (US Gold).
Everybody must have seen this tip for this classic US Gold game by now. You haven't? OK you two, here it is: When you've shot an enemy tank on the tank stage, keep firing at the points displayed to gain extra points. (Yeah, you've heard it before – so stop sending it in, OK?)

3.REVENGE OF THE MUTANT CAMELS (Llamasoft).
A quickie for Jeff Minter's much loved classic...If you pause the game on certain screens the nasties just float past harmlessly. Restart when they've gone past and repeat when necessary.

Typing GOATS when on the title screen will put the game into cheat mode. Start the game and simply press a key to advance a level (No, high scores using this method WON'T be accepted).

4.MATRIX (Llamasoft).
Another cheat for yet another Minter marvel. Press the CTRL, RUN/STOP and CBM keys in conjunction with the fire button (or space bar) and you'll advance a level

5.BLAGGER (Alligata).
When you're on the title screen, lightly press the space bar so that your lives read 5 and the game doesn't start. Pressing CTRL with certain keys will start you off on certain levels (Can I have some *new* tips on Blagger, please?)

6.ZAXXON (US Gold).
Type RED on the title screen, so that it appears above SEGA, and start the game. You will now have an invincible ship (even if you run out of fuel you won't die) until you turn off.

9.MOTOR MANIA (Audiogenic).
How about infinite lives...? OK, load up the second part of the game (VERIFY, then LOAD "",1,1 as before) and use the following:

POKE 8646,255
SYS 8000

10.CHINA MINER (Interceptor).
If you *haven't* got the *turbo* version of Interceptor's *China Miner, then here's a crusty for you. Load the second part of the game (the simplest way is to enter LOAD "+MIN2",1,1 and then start the tape from the beginning) and once loaded, enter the following:*

POKE 32776,0
POKE 33301,number of lives
POKE 33320,number of screen
SYS 33127

If you wish to change the screen number then press RUN/STOP and RESTORE in simultaneously, and retype stages 3 and 4.

There, that's about the lot. I don't want to set eyes on any of the above ever again.

7.MANIC MINER (Software Projects).
Type VERIFY [RETURN] to skip the first part of the loading (don't worry about the verify error). LOAD"",1,1 to load the second part of the game (this will take some time, and don't worry about the load error).

Now enter the following for unlimited lives:

POKE 16573,234
POKE 16572,234
POKE 16571,234

In addition, to play the screen of your choice, enter:

POKE 16419,number of screen

You can then start the game by entering:

SYS 16384

If you later want to play another screen, press RUN/STOP and RESTORE together to quit the game, and repoke a new screen number.

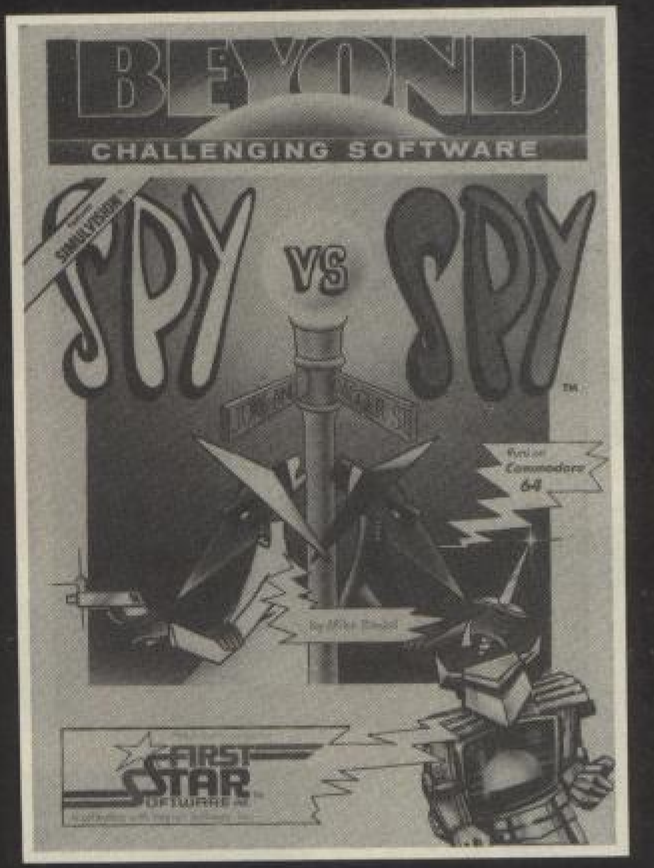
8.ATTACK OF THE MUTANT CAMELS (Llamasoft).
Load up the first part of the game without running it. (Use the 'Verify' method as above.) Now LOAD "",1,1 to load the second part of the game, and enter the following:

POKE 11639,255
SYS 4096

You will now have unlimited lives.

Seven dirty tricks in Spy v Spy

Andrew Clarke from Baddesley Ensor in Warwickshire reveals how to outcheat the computer in Beyond's great title.



1. THE START. In what has to be a pretty savage game your first act should be to slaughter your opponent - vicious, eh? Well, against the computer this is definitely the only way to win.

Once he has been killed, rig up traps on the exit doors from the starting room. Collect any items, then rig up the doors. When your opponent reappears and tries to get out, a trap will get him. Then do it again.

If you can, do it on the first door then on all the others that you pass through. This way a complete line of doors from the starting room will be inaccessible to your opponent unless he fancies dying several times! During this you must try not to run into your own traps or else it'll be you going back to the beginning!

The initial cold-blooded murder is easier than you think. On a low IQ computer opponent, bash him with the club. Otherwise try to catch him with a trap as soon as you can.

2. THE TIME BOMB. A great way to beat the computer on any level. You may have found that sometimes the computer's spy will try to get through a door that you are blocking from the other side. As long as you do not move, it will struggle without success to get through.

This is the ideal time to use the time bomb. Get the time bomb ticking away. Count to 10 or 15 then run for another door. Try to get the computer's spy to chase you. (By the way, this doesn't work in rooms where the only exit is the one you're blocking. Unless you manage to dodge the computer's spy and get through it again.)

Block this door in the same way that you blocked the others. If all has gone well the computer's spy will be struggling to get through the door you are blocking. And he will be in the 'time-bombed' room. It shouldn't be too long before he turns into an angel and flutters away. It helps to know how long the fuse on a time bomb lasts. Play 'suicides' by using it on yourself, and get to know the time needed to escape.

The time-bomb can be used after your opponent has been killed in the start room. Again knowledge of the fuse helps a great deal. Timed right the bomb will blow up just as your opponent reappears!

3. THE BARRICADE. Another sure-fire way to win is really sneaky, but in this game you need to play really dirty to win. Find a room where there's an item to be collected. Now booby trap every door with buckets of water and/or guns and strings.

Try to use traps for which the remedies are not around. For example, if using the gun on a string make sure that the scissor cabinet isn't easily discovered — not in the adjacent rooms.

To be exceptionally sneaky concentrate on one particular door trap - best is the water bucket as it is easily set up. Whenever you come to an umbrella stand where the only remedy for the water bucket is to be found, booby trap it. This way a wily computer spy gets blown up whilst trying to find the remedy! All other remedy cabinets can be booby trapped too.

The whole thing works when the computer's spy comes looking for the item that you have in the booby-trapped room. The moment he tries to enter - dead! You can then go into the room where he was and collect the items he left behind. Transfer them into your room - and if you still don't have a complete collection, booby trap the doors again, ready for when the other spy comes looking again!

4. THE STING. In a game where foul play wins the day - good catch phrase, that! - it should only be natural that the surest way to win is the most sneaky, dirty trick yet.

You must have found the room with the airport door in it for this to work. To win just booby trap yourself in. Use the tips as given earlier and you should win everytime. The computer spy will come into this room only when he has all the items in the briefcase. When he gets there your door traps will nail him and you just go into the room where he ceased to be, collect the items he has left and depart through the airport door.

5. THE SUICIDE. Can be useful, honestly! When you can see that the computer spy has found the correct remedy to open the door to the room which you are locked in you should drop the time bomb so that it goes off when he comes in - you'll both go up together but at least he hasn't won.

6. THE SEQUENCE. This is essential when the computer's IQ is 3 or above. At this level it usually finds the remedy to every trap, and in hand to hand combat it is very tough. It is possible to confuse even a high IQ computer spy though by using the line of traps as mentioned earlier. This time, though, using first the water bucket then the gun on a string and so on. The computer can naturally remedy most traps but this will confuse it for sure - just using the gun trap takes longer.

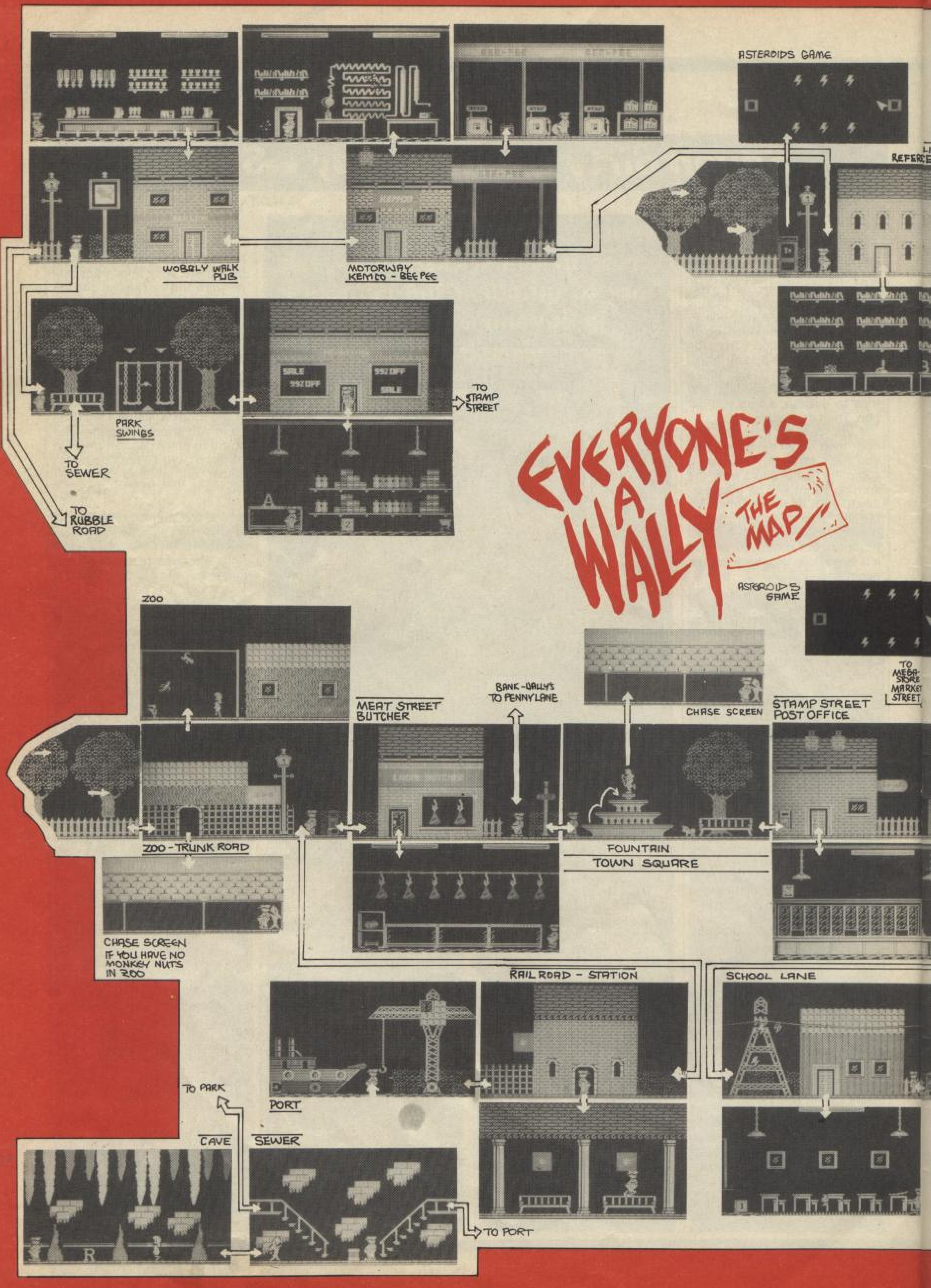
7. THE CACHE. This final tip is simply a way of beating a human player, although the computer will fall for it just as often. First you must find a room in which there is only one item of furniture. use this to store your finds.

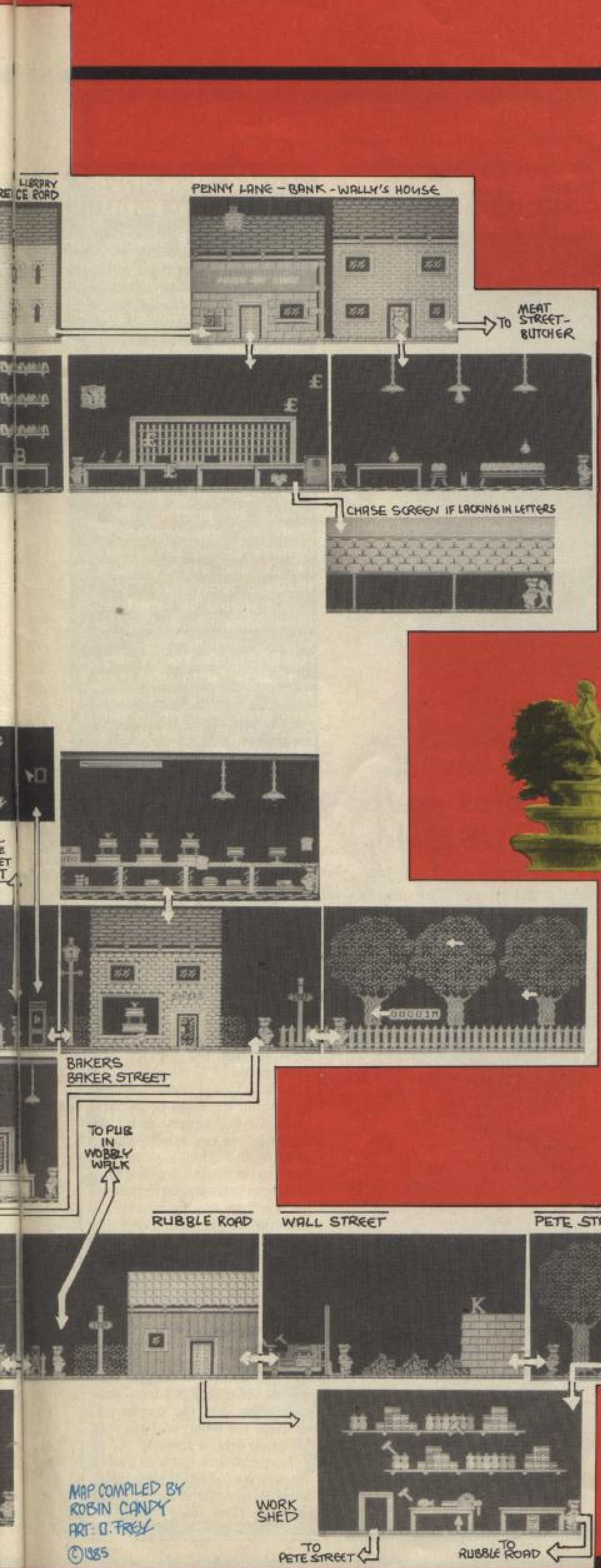
When you hide an item in it booby trap the single piece of furniture. Whenever you find another item just enter the room and press fire - it will automatically go behind the single piece of furniture.

Alternatively select a certain type of furniture to use as a hiding place - say televisions. Always use a trap on it that can be remedied - if using a spring make sure that the wirecutters are available. Not too available though - you don't want your opponent plundering your secret hideaways.

When you have all the items safely hidden, dispose of your opponent and then collect all the items and make a runner for it.

As I've said, the only way to beat *Spy vs Spy* is to play really really dirty! So don't forget to wash afterwards.


EVERYONE'S A WALLY
THE MAP
ASTEROIDS GAME
WOBBLY WALK PUB
MOTORWAY
KEMCO - BEE PEE
SALE
99% OFF
TO STAMP STREET
PARK SWINGS
TO SEWER
TO RUBBLE ROAD
ASTEROIDS GAME
TO MEGA-STORE MARKET STREET
ZOO
MEAT STREET BUTCHER
BANK - WALLY'S TO PENNYLANE
CHASE SCREEN
STAMP STREET POST OFFICE
ZOO - TRUNK ROAD
FOUNTAIN
TOWN SQUARE
CHASE SCREEN
IF YOU HAVE NO MONKEY NUTS IN ZOO
RAIL ROAD - STATION
SCHOOL LANE
TO PARK
PORT
CAVE
SEWER
TO PORT


LIBRARY
CE ROAD
PENNY LANE – BANK – WALLY'S HOUSE
TO MEAT STREET – BUTCHER
CHASE SCREEN IF LACKING IN LETTERS
BAKERS
BAKER STREET
TO PUB IN WOBBLY WALK
RUBBLE ROAD
WALL STREET
PETE STREET
WORK SHED
TO PETE STREET
TO RUBBLE ROAD
MAP COMPILED BY ROBIN CANDY
ART: O. FREY
©1985



Four juicy new cheats

1. BOOTY (Firebird). By holding down the key K,E,V,I,N (at the same time), you will get the message 'CHEAT MODE OPERATIVE'. You will now have unlimited lives at your disposal. Thanks go to Patrick Jefferson of Whitley Bay for that one.

2. TROLLIE WALLIE (Interceptor). I've received quite a few letters stating that 'if you type every single letter on the keyboard in .: certain order then you'll get into a cheat mode wherby you can't die'. Well, I've managed to cut it down to just a few keys, and here they are...

While in actual play, hit (back arrow key),M,U,G. The message 'CHEAT MODE' will appear at the top of the screen and you won't be able to die.

There are a couple of occasions where you may get stuck, and because you're immortal, won't die as you would have normally. If this occurs, or you just get bored of invincibility, then pressing Return will put things back to normal. To regain cheat mode, simply repeat the above method.

3. RAID OVER MOSCOW (US Gold). Stuart Fraser of Gwynedd, has a nifty tip for the hanger stage. If you're going to crash a plane in the hanger, give the space bar a quick press. This will put you outside the station – press the bar again and you're back inside ready for another launch. Great one, that...

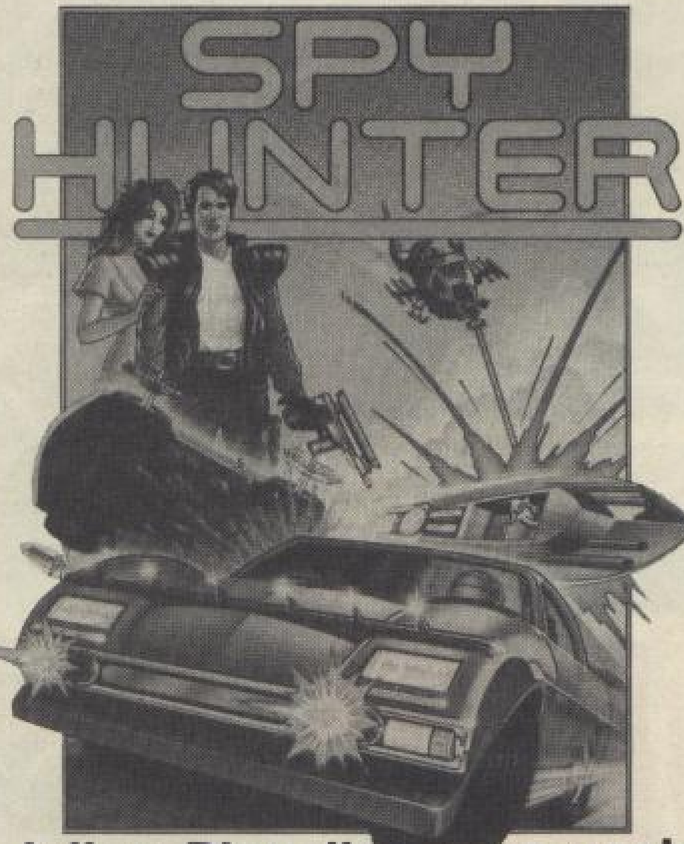
4. STUNT BIKE (Ocean). Another one from Stuart on this rather tacky little game. Pressing key 3 will skip levels.

Summer Games sneak

Graeme Watt of Aberdeen sent in this useful cheat on the classic Epyx *Summer Games* from Quicksilva. If anybody is having problems setting a fast time on the 100m dash, here is an easy way of getting a time below ten seconds (using a Quickshot II). Just switch on the auto-fire, and let the joystick do the work!

He also suggests waggling the joystick a bit so that no-one will guess that you're cheating. Sneaky, sneaky...

Spy Hunter: licence to bump



Julian Rignall reveals how he gets mega scores on the excellent game from US Gold.

This ace arcade conversion requires skill, dexterity and a very violent tendency.

First of all, select the expert level. This will give you a more realistic arcade level game with many more point-scoring opportunities: the novice level is somewhat tame, even for a beginner.

Here's how to cope with the various enemies:

THE ROAD LORD: This large, blue car is fairly harmless unless agravated. To bump him off the road, first make sure there's at least half a road's width between him and you. When you are level with him and are travelling at the same speed move left (or right) sharply. This should smash him off the road, if it doesn't then try again at a further distance. Beware though, this time he will retaliate and try to bump you off the road! This is all quite a tricky manoeuvre, especially on a busy road, and takes a bit of practise.

THE ENFORCER: This is only seen if you don't go into the river at a turning. It is a cross between the former baddies: it fires a shotgun from the side and is bulletproof. The only way to destroy it is by ramming it at an angle from behind. This requires plenty of practice.

HELICOPTER: Hitting the fire button on the main joystick will automatically fire a missile when you're under attack from the helicopter. Fire from behind to destroy it. If you haven't got a missile you are in deep trouble and will have to try and dodge your way up the road.

OTHER ROAD VEHICLES: These are a light blue car, a red car and a motor-bike. Don't shoot or bump the bike and although you can bump the cars, you shouldn't shoot them. If you do you won't score any points for about five seconds.

BARREL DUMPER: These little boats drop barrels which are fatal to the touch. They'll only drop them when you're in line with them so keep on the move and keep firing.

DOCTOR TORPEDO: It fires a torpedo from behind you. If you zoom along at a rate of knots it won't be able to catch you up and will appear at the top of the screen. You can then shoot it for a large 1,500 bonus.

Three disk drives must be won!

It's not too late to enter our disk drive giveaway and get your hands on this invaluable add-on. We want the best tips and maps for 64 games and we know you can provide them.

The three set of tips that give the most help with a game will get a spanking new 1541 Commodore. This offers you reliable and fast loading of games and access to disk only games like the amazing Infocom adventures being sold over here by Commodore at bargain prices.

We'll be printing the tips from the three winners while runners-up may have their tips printed and get a game from the Zzap! lucky dip.

Tips should be sent to: Disk Drive Competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX. **You've only got until June 1st to send them in so get cracking and show us how great you are at games. Don't forget to enclose your name, address and phone number, and if you want to write about more than one game, feel free.**

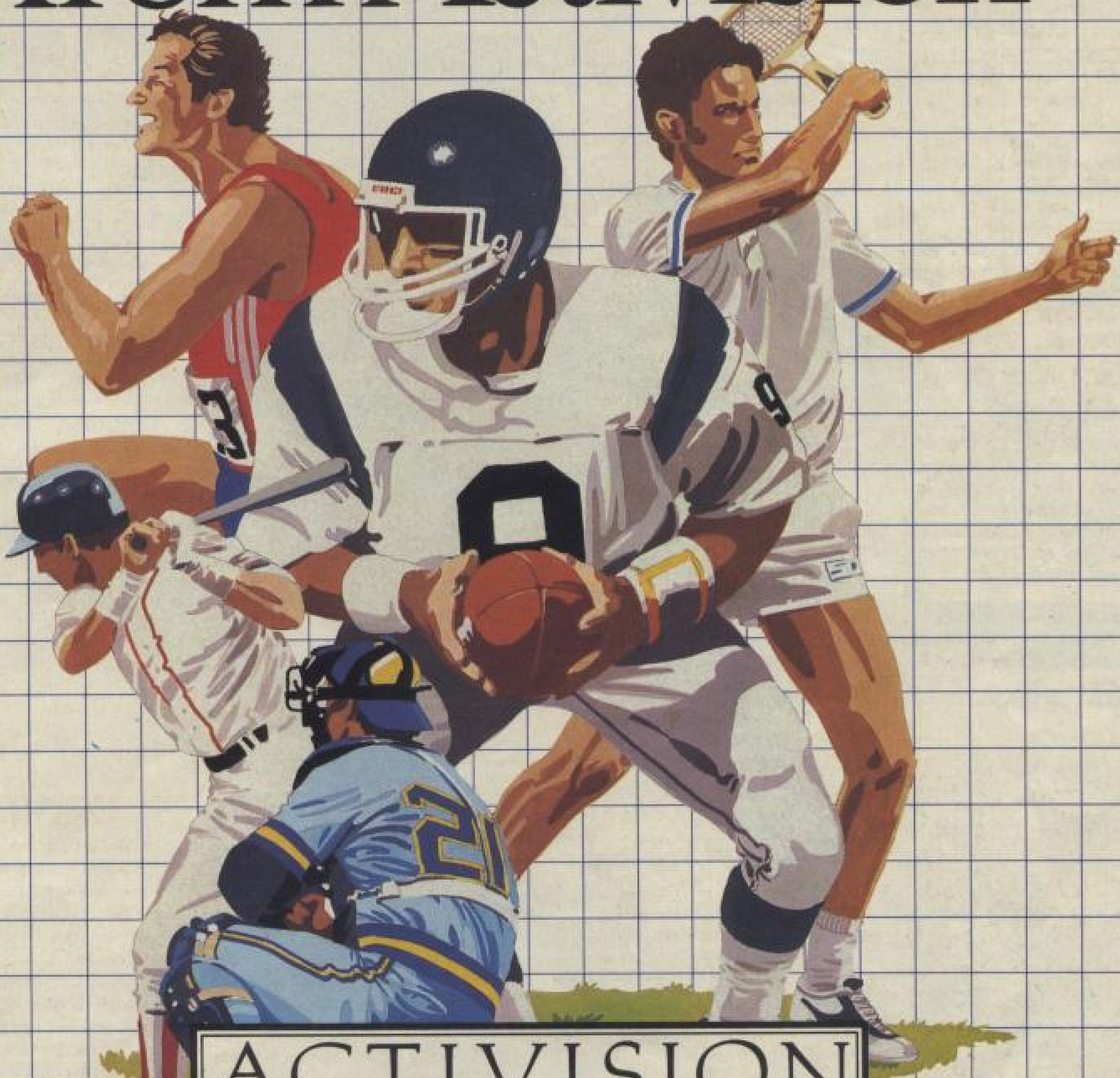
David's magic high-score

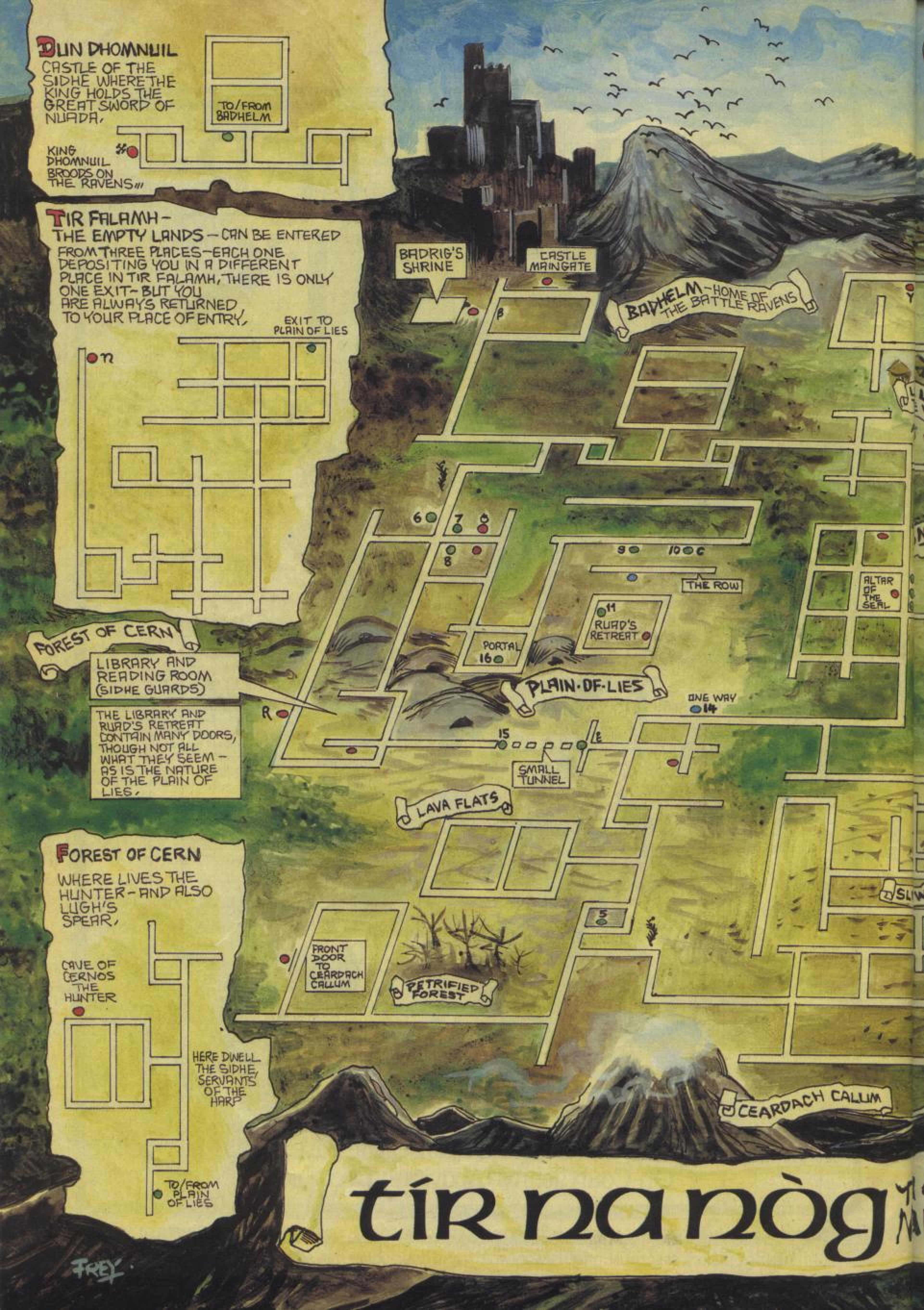
Having trouble convincing your mates that you got a cool million last night on *David's Midnight Magic* from Ariolasoft? Despair no longer, I shall reveal how to use the elusive high score table...

As soon as you've finished a game and the high score table is displayed, simply press the Commodore key in conjunction with a shift, twice. You only need to do this on one occasion and from then on the high score table will be at your mercy.

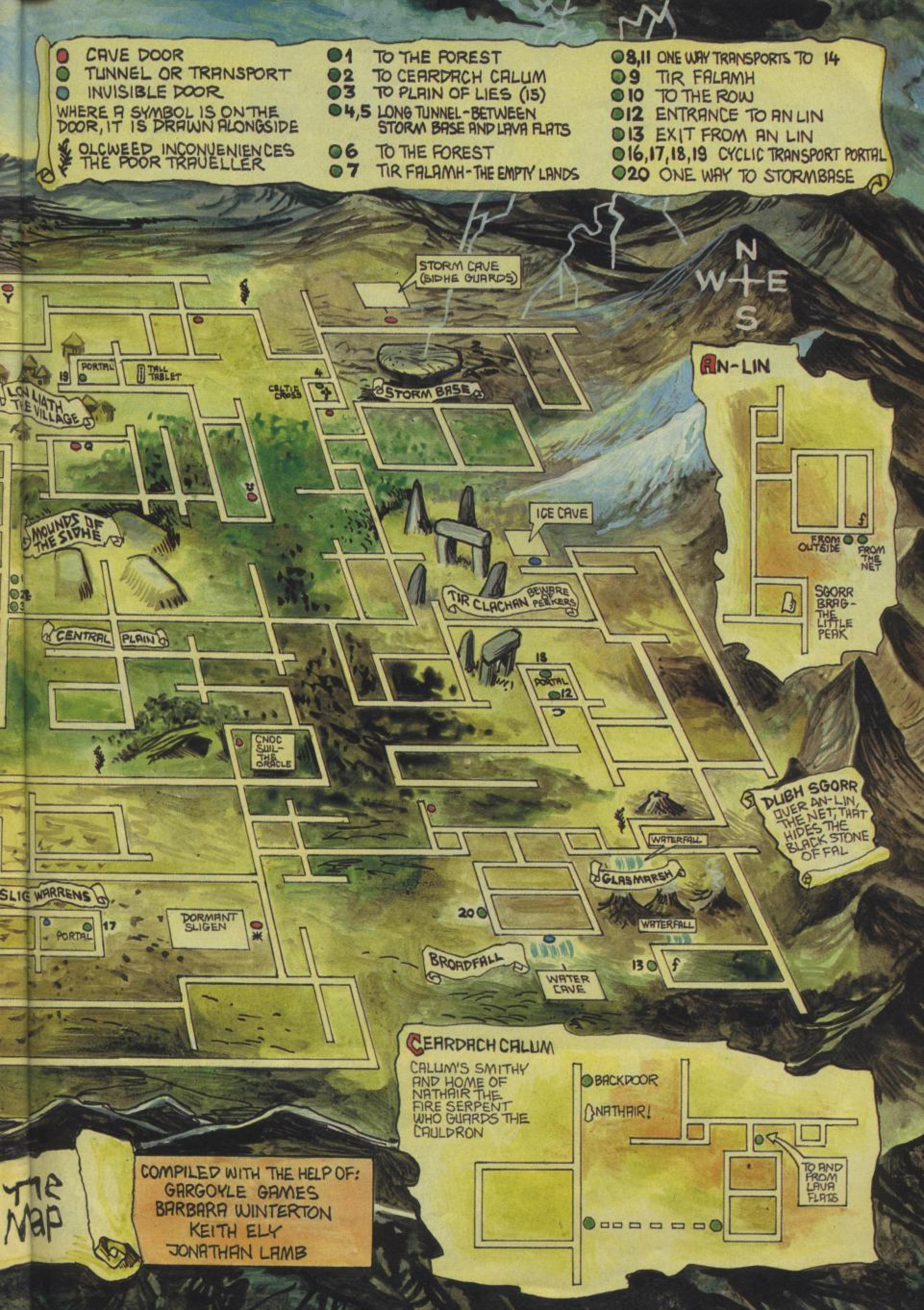
Better still, if you have a disk drive, plug it in, turn it on and stick in a (reasonably) blank disk. Each time you use the high score table, your outstanding scores will be saved to disk for your sceptical friends to get annoyed at, at a later date (On later plays, before loading *David's Midnight Magic*, load the file 'SCORES',8,1 from your disk. Now load the game, and jump for joy when you see your name up on the screen).

No, no please – it's all part of the service. Well, if you insist. Send all donations to... (*Back in your box now, Gary – Ed*).





DUN DHOMNUIL
CASTLE OF THE SIDHE WHERE THE KING HOLDS THE GREAT SWORD OF NUADA,
TO/FROM BADHELM
KING DHOMNUIL BROODS ON THE RAVENS...
TIR FALAMH - THE EMPTY LANDS - CAN BE ENTERED FROM THREE PLACES - EACH ONE DEPOSITING YOU IN A DIFFERENT PLACE IN TIR FALAMH, THERE IS ONLY ONE EXIT - BUT YOU ARE ALWAYS RETURNED TO YOUR PLACE OF ENTRY,
EXIT TO PLAIN OF LIES
BADRIG'S SHRINE
CASTLE MAINGATE
BADHELM - HOME OF THE BATTLE RAVENS
THE ROW
RUAD'S RETREAT
PORTAL
ALTAR OF THE SEAL
FOREST OF CERN
LIBRARY AND READING ROOM (SIDHE GUARDS)
THE LIBRARY AND RUAD'S RETREAT CONTAIN MANY DOORS, THOUGH NOT ALL WHAT THEY SEEM - AS IS THE NATURE OF THE PLAIN OF LIES,
PLAIN·OF·LIES
ONE WAY
SMALL TUNNEL
LAVA FLATS
FOREST OF CERN
WHERE LIVES THE HUNTER - AND ALSO LUGH'S SPEAR,
CAVE OF CERNOS THE HUNTER
HERE DWELL THE SIDHE, SERVANTS OF THE HARP
TO/FROM PLAIN OF LIES
FRONT DOOR TO CEARDACH CALLUM
PETRIFIED FOREST
CEARDACH CALUM
TÍR NA NÒG
FREY


CAVE DOOR
TUNNEL OR TRANSPORT
INVISIBLE DOOR
WHERE A SYMBOL IS ON THE DOOR, IT IS DRAWN ALONGSIDE
OLCWEED INCONVENIENCES THE POOR TRAVELLER
1 TO THE FOREST
2 TO CEARDACH CALUM
3 TO PLAIN OF LIES (15)
4,5 LONG TUNNEL-BETWEEN STORM BASE AND LAVA FLATS
6 TO THE FOREST
7 TIR FALAMH-THE EMPTY LANDS
8,11 ONE WAY TRANSPORTS TO 14
9 TIR FALAMH
10 TO THE ROW
12 ENTRANCE TO AN LIN
13 EXIT FROM AN LIN
16,17,18,19 CYCLIC TRANSPORT PORTAL
20 ONE WAY TO STORMBASE
N
W
E
S
STORM CAVE (SIDHE GUARDS)
STORM BASE
PORTAL
TALL TABLET
CELTIC CROSS
LON LIATH THE VILLAGE
MOUNDS OF THE SIDHE
ICE CAVE
TIR CLACHAN
BEWARE OF PECKERS
CENTRAL PLAIN
PORTAL
CNOC SUIL-THE ORACLE
AN-LIN
FROM OUTSIDE
FROM THE NET
SGORR BRAG-THE LITTLE PEAK
DUBH SGORR OVER AN-LIN, THE NET, THAT HIDES THE BLACK STONE OF FAL
WATERFALL
GLASMARSH
WATERFALL
SLIG WARRENS
PORTAL
DORMANT SLIGEN
BROADFALL
WATER CAVE
CEARDACH CALUM
CALUM'S SMITHY AND HOME OF NATHAIR THE FIRE SERPENT WHO GUARDS THE CAULDRON
BACKDOOR
NATHAIR!
TO AND FROM LAVA FLATS
The Map
COMPILED WITH THE HELP OF:
GARGOYLE GAMES
BARBARA WINTERTON
KEITH ELY
JONATHAN LAMB



CRL The Dream Makers

THE ROCKY HORROR SHOW comes to town

T-shirts, records and games to be won in our spot-the-difference poser

Here's another great competition based around CRL's new release the *Rocky Horror Show* which is based in turn on the musical spoof horror film of the same name and promises the same sort of wacky tuneful action.

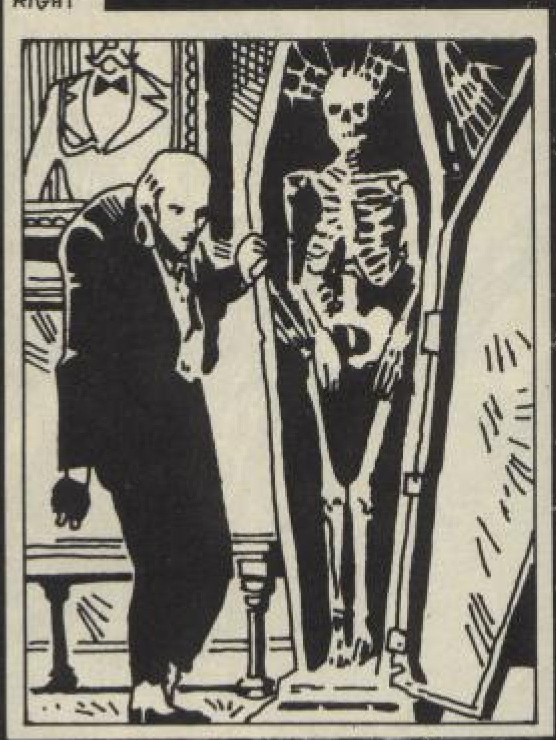
We have no less than 55 prizes to give away. The first prize will be an album signed by the show's principal creator Richard O'Brien (who plays the part of Riff Raff, see pics) PLUS a t-shirt and a copy game. The first four runners-up will get the same package (but without the signature) and another 50 will get copies of the game.

The competition itself is a piece of cake. Printed below are two illustrations

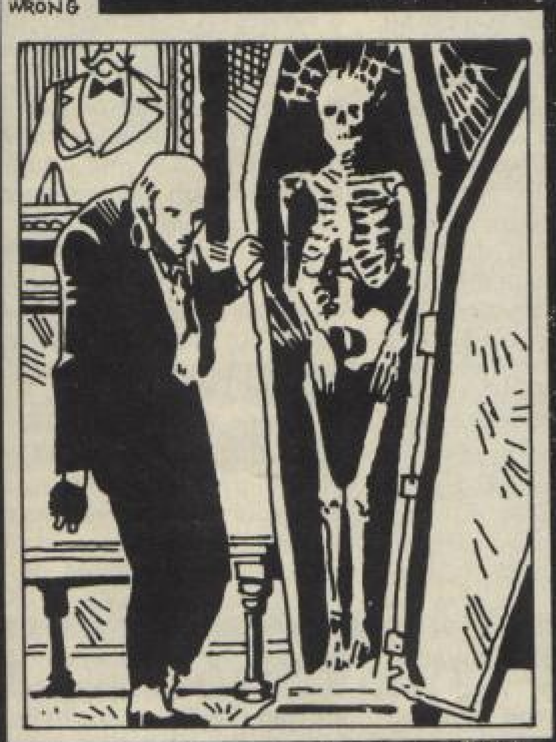
ZZAP! COMP



RIGHT



WRONG

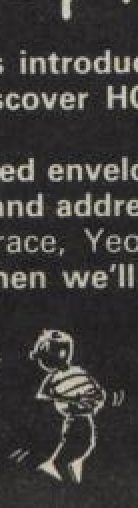


based on a scene from the film. But the dastardly Oliver Frey has introduced certain differences between the two pictures. Your task is to discover HOW MANY.

When you think you've spotted them all, send us a card or a sealed envelope and write on the back: the NUMBER of differences and your name and address.

Send it to: Rocky Horror Competition, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX. **All entries should reach us by June 13th when we'll be picking the winners at random from the correct entries.**

Please note: Only ONE entry per household allowed.



MINTER

The freakiest columnist in the universe.



THE DEFENDER SYNDROME

Complex games with a multitude of control methods and sequencing options are undoubtedly one of the ways the game market is going to progress. As we get more memory and faster processors we're going to want to explore new, strange game systems. Unfortunately (and I'm finding this already) in doing so software authors fall foul of a phenomenon known as 'Defender Syndrome'.

This takes place at two levels: first-encounter level (you see a game and can't instantly suss it) where it's not so important: the sort of person buying one of the new, complex games doesn't *expect* to be good from the word go.

The other, more damaging instance of Defender Syndrome occurs at reviewer level. Here the reviewer(s) encounter a game which normally needs a few *days* play before proficiency. Reviewers typically spend a couple of hours max. on a single game. The result is that they never achieve proficiency in the new modes and cannot make valid criticism. A good reviewer will acknowledge the fact and not attempt to judge the game.

As games progress out of the simplistic phase of obvious control (like *Pacman*) and tend towards unusual/inertia/simulator-type control modes which take days to master, we have two choices. Either game manufacturers write games to suit the reviewers (nice obvious controls, good and easy and terminally boring) or the *method* of review has to change to suit the new breed of games. (Strangely enough this only applies to arcade reviewers. Adventure game reviewers are accustomed to using their grey matter a bit).

Reviews can validly comment on the graphic content and technical expertise behind a games programming, but unless full understanding and familiarity with a games control is achieved, no reviewer may attempt to pass judgement on a game by means of percentage, rating or any other method. To do otherwise would be like trying to pass your Eng Lit 'A' level after only having read the first chapter of your set books! The Llama Llord has spoken ... *ignore him at your peril* ...

Oh yes, why Defender Syndrome? Well if *Defender* (the arcade game) never existed, and (say) Alligata's excellent Defender clone *Guardian* were introduced as an original game, I guarantee that about 80% of reviewers would trash it. The reason? It takes a good few hours to get used to the multitude of keyboard controls on the game. 'Can't do it' they'd say, and probably give up after an hour, muttering darkly about the lack of any joystick modes ....

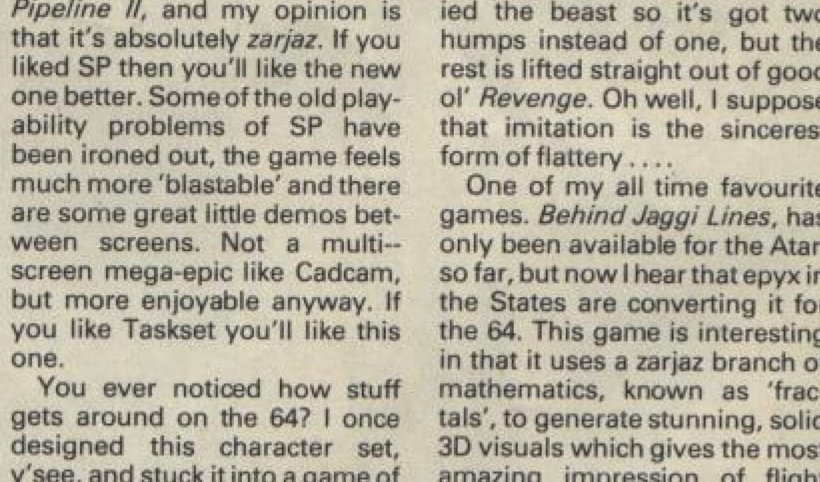
Think about it, and don't believe everything you read in the magazines ....

64 Bitz ....

I have seen the latest Taskset game on the 64, this being *Super Pipeline II*, and my opinion is that it's absolutely *zarjaz*. If you liked SP then you'll like the new one better. Some of the old playability problems of SP have been ironed out, the game feels much more 'blastable' and there are some great little demos between screens. Not a multi--screen mega-epic like Cadcam, but more enjoyable anyway. If you like Taskset you'll like this one.

You ever noticed how stuff gets around on the 64? I once designed this character set, y'see, and stuck it into a game of mine called *Attack of the Mutant Camels* .... There are now (at the last count) 15 games on the market using the same character set, and three of them are mine .... One of the heaviest commercial users of my character set (I'll leave you to guess who) have just released a sprite editor. Within this editor there's a very familiar camel animation sequence. True, they've modified the beast so it's got two humps instead of one, but the rest is lifted straight out of good ol' *Revenge*. Oh well, I suppose that imitation is the sincerest form of flattery ....

One of my all time favourite games. *Behind Jaggi Lines*, has only been available for the Atari so far, but now I hear that epyx in the States are converting it for the 64. This game is interesting in that it uses a zarjaz branch of mathematics, known as 'fractals', to generate stunning, solid 3D visuals which gives the most amazing impression of flight through mountainous terrain. The game itself is like a sort of 3D *Choplifter*; you zap around through the mountains blasting at laser towers and and UFOs and landing from time to time to pick up downed pilots (some of which may be alien and must be fried). Look out for this one, I think it's ace.



MINTER



Protection: a programmer's eye view.

Most software authors these days spend demented amounts of time trying to build in ways to stop their software being broken into. It's a shame really and I don't think it's really necessary. Many people are justifiably peeved when they buy a game on tape and can't dump it onto disk. If you protect a game too well, you're just easy meat for the hackers, who will crack *anything* and then circulate broken copies on disk. Hackers seem to ignore software with little or no protection.

The best way to protect your program, in my opinion, is to (a) build a loyal following who wouldn't pirate your stuff anyway; and (b) write a game that's so complex that without detailed written instructions it'd be impossible to play well. As games become more advanced and programmers move farther away from the 'up/down/left/right/fire' control methods and linear wave structures, the player is going to need explicit instructions and about two weeks acclimatisation to a new games control system before being proficient. A pirate copy of such a game would be meaningless unless you had the instructions too.

Unbiased or what???

The function of a good computer magazine should be to present news, articles etc. in an unbiased manner, not giving undue prominence to particular companies or people. I found it most surprising, therefore, that in magazines published by a certain publishing house (who shall remain nameless), there are no less than 16 full-colour page adverts for a single software house. That software house just happens to be owned by the same publishers . . . naughty, naughty!

It's also quite amusing the way Zzap gave us those cute little explanations of its 'parentage' from PCG and Crash. What some of you may not remember, however, is that PCG and Crash absolutely *detested* each other; PCG referred to Crash as 'Trash magazine' and Crash ran a suitably vitriolic editorial about PCG. Strange how these two old enemies should come together in the end . . . .



Atari looking good.

One of the least-regarded machines on the market today must be the Atari. You can get a 64K Atari 800XL for the price of a spectrum, but still people buy Speccies rather than Ataris. The reason must be simply to most people, the Atari is an unknown quantity. Anyone who has once seen an Atari running would never, ever consider buying a Spectrum instead.

For those interested in playing good games, the choice of computer has to be between Commodore and the Atari. The Commodore you all know about; it is superbly designed for the game-player in mind. The main drawback of the Atari compared to the Commodore is in the sprite department. Commodore's 8 sprites are a sensible 24x21 allowing plenty of detail. Atari, on the other hand, have only 4 'players', each of which is only 8 pixels wide. (You also get 4 'missiles' but they're only 2 pixels wide!!). Thus, to make the camel for AMC, I had to bolt together 3 players, thus leaving 1 player and a few missiles left for the rest of the game . . . .

Whilst this is a fairly major drawback, the Atari makes up for this in other departments. Smooth scrolling, for example, is ludicrously easy on the Atari. Raster interrupts are a lot less arcane than on the 64. The screen is the best I have ever come across on any micro at any price. You can build up screens with any amount of fixed modes on them, mixing text and graphics freely, even varying the resolution dynamically.

As for software, there's no problem there: most of the US hits you might have on your Commodore started life on the Atari (we were playing *Choplifter* three years ago) and include such favourites as *Boulderdash* and *Decathlon*, not to mention such superb Atari only games as *Star Raiders* and *Rescue on Fractalus*.

Any *Psychedelia* fiends out there would be well advised to get an old, cheap Atari 800 too, because the unique screen hardware in the Atari has enabled me to do things in *Psych* that even I didn't think possible ... we've spent an entire weekend listening to Steve Hillage's Rainbow Dome Musik and trying to establish some of the limits of the system!



BLAGGER GOES TO HOLLYWOOD

Alligata, £9.95 cass, £10.95 disk, joystick or keys

●Arcade adventure set in movieland

Everyone seems to be going to Hollywood these days and Alligata are no exception. The third in the Blagger series takes the lovable rogue to the sets of Steven 'Speilbum' (whoever he is). The theme of the game is, of course, stealing things and this one pits you on a quest to steal Speilbum's new film.

Naturally the quest isn't that easy: many evil characters are present to thwart your illegal efforts. In each of the 12 film sets there are characters which you have to destroy before being able to enter the offices of Speilbum. Even then your quest is not finished: all the baddies are resurrected and you have to fight them one by one in a final confrontation in Speilbum's office.

The game is presented in a multi-directional scrolling 3D map with walls and obstacles littered over the terrain. Entering another set is done by finding a gap in the wall surrounding the room and crossing the threshold, so all sets are easily accessible and exploring is quite easy.

The 3D effect is quite reasonable but sometimes it looks like you can go past an object when in fact you can't. Control, on the other hand, is very tricky and when being chased is fiddly. When trying to turn and fire under pressure it's practically impossible — one of your lives will nearly always take a trip to the mortuary.

Graphics aren't particularly detailed and not at all crisp although the scrolling is fast and smooth.

JR

Although initially having a high hookability level this might well wear thin after destroying everything, even though it gets harder on subsequent levels. The sound is quite good with excellent renditions of the appropriate theme tune to each character, my favourites being Jaws, Kojak and James Bond. This is a worthy follower to the Blagger tradition but my advice is 'consider'.



There are some excellent original and addictive elements to this latest thieving escapade but one or two design faults question its potential. The KO'ing of film stars with the right prop is nice as is the theme that accompanies each one. Dr Who's Tardis seems intent on being really mean as are most of the stars. The gripes are that your movement and that of the stars makes shooting difficult and frustration can easily creep in. Each new discovery of a weapon is rewarding as is knocking out each character.

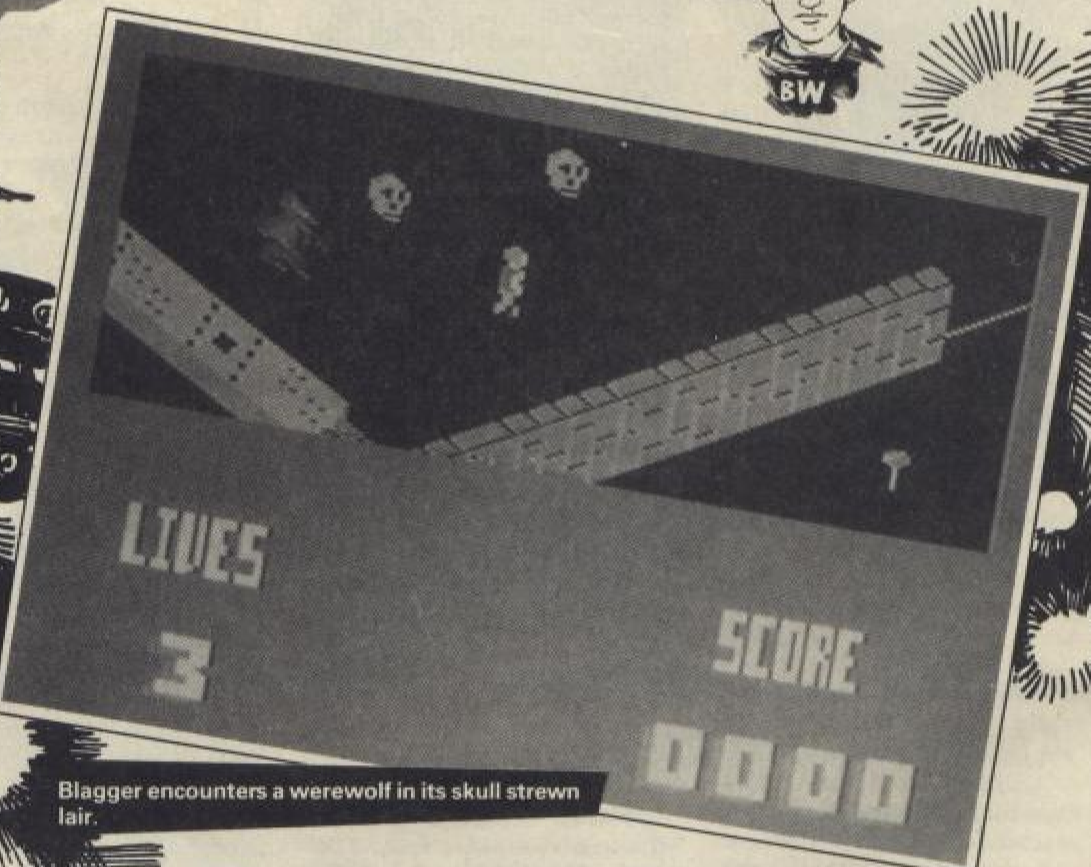


How to destroy the stars

Within the game there are 12 characters which you have to destroy - for example, James Bond, Jaws, Tarzan and the Hulk. Each character is easily recognised by its theme tune as you enter the room. For example James Bond is hailed with the Goldfinger tune.

To kill a character you have to find the prop (or props) connected with it and throw the object at it — any other prop will have no effect.

When you start you will find only one prop, but as you kill each character it will drop some new objects to use against other characters. Strategy is involved to find the quickest way to destroy the stars so you don't have to backtrack to find other props left behind.

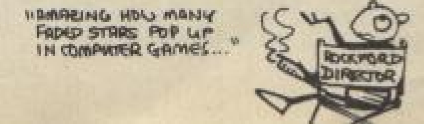


Blagger encounters a werewolf in its skull strewn lair.

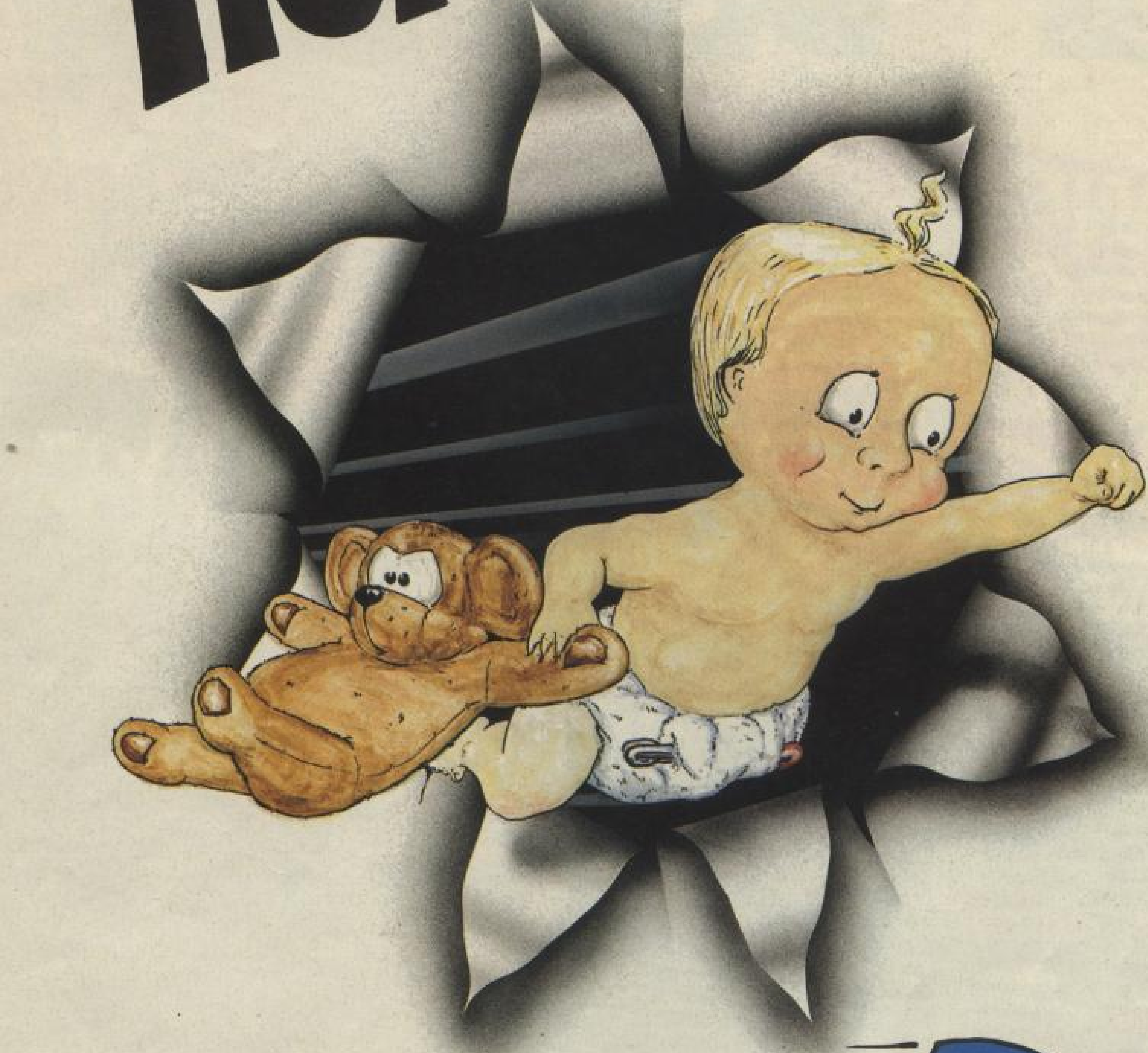
First a 30 level Manic Miner *derivative, followed by a full scrolling, 12 level, platform romp. Now, a three dimensional, 12 'screen' arcade adventure - this guy certainly gets around. Personally, I prefer his first two exploits, although this is a reasonably enjoyable game. The graphics weren't up to much, and made it hard to identify the on screen characters, with their cinema screen counterparts. The great music helps though, unless you're like me and can't recognise such classics as 'The Incredible Hulk' theme tune.*



PRESENTATION 75% Better packaging and reasonable instructions.	**ORIGINALITY** 74% Film stars and use of props are new.
GRAPHICS 67% Interesting 3D layout but unclear characters.	**HOOKABILITY** 76% Plenty of initial interest in how to KO each character.
SOUND 78% Great tunes for each star, including Jaws, Batman and Kojak.	**LASTABILITY** 62% Less interest when you know which props do what.
VALUE FOR MONEY 71% Even if the game doesn't last the T-shirt should.	



Herbert's



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STUNNING MAG

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STUNNING GAMES

US Gold has been in existence less than a year, but already it has transformed the 64 games market. Thanks to a series of shrewd licensing deals it has been able to bring to Britain the cream of American software and sell it at a third of the US price!

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SENTINEL. Another 3D shoot-em-up, this time out in space. Your aim is to clear sections of the galaxy of evil aliens and thereby raise your personal combat rating. The program is fast, noisy, violent and incredibly slick.



TAPPER. Another tremendous conversion from the arcades - you play the part of a harrassed bar-tender trying to keep an ever growing crowd of customers happy. This version features superb graphics, excellent game-play and as much addictiveness as you'll find anywhere.



SPY HUNTER.
This new release is a SUPERB conversion of the Sega arcade game in which you drive a lethally-armed car and must bump or blast enemy agents off the road. Complete with arcade graphics and sound and a superb feel, it'll have you hooked for ages. If you're not convinced, read our rave review



BRUCE LEE. This is a tremendous 20-screen platform game based on the legendary martial arts fighter. It features excellent graphics and the enjoyable ability to kick and punch your enemies off the screen. It's already kicked high into the charts - if you haven't bought a copy, you're missing out.

Subscribe to Zzap!64 and you can choose any two of the games on this page!



RAID OVER MOSCOW. This follow up to the mega-hit *Beach Head* has been another chart smash with its stunning 3D graphics and exciting shoot-em-up action. The idea of turning a bombing mission over the USSR into a game may put you off - but if it doesn't, be prepared for some dazzling excitement.



STELLAR 7. A superb piece of programming, this. The action is based on Battle Zone - you see the view from the controls of a super-tank which you must manoeuvre around a 3D plain littered with obstacles and mean enemies. An exciting mega-blast.

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The bases are loaded and the batter is on the video screen as the pitch screams in.

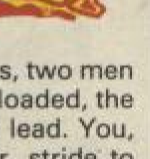
- Classy simulation of the American mega-sport
- Detailed graphics, with close-up video screen

WORLD SERIES BASEBALL

Imagine, £7.95 cass, joystick only.



It's the ninth innings, two men out and the bases loaded, the visitors have a 4-3 lead. You, the visiting pitcher, stride to the mound, spit out your gum and survey the field. Then wind up that infamous sidewinder pitch and let go. CRACK! The ball spins off the bat and high into the air where a grateful first baseman takes the catch and ensures victory over the computer.



I'm not exactly well clued up in the field of baseball and have never thrilled to the delights experienced by your average American. But a couple of plays of this soon changed my whole outlook. Love it! The excellent attention to detail is really good and adds immensely to the game (Not that a lot needs adding).

This tale of thrills and excitement can come true every time you play this baseball simulation. You can take on another player or the ace computer side in a struggle of skill and bluff. The battle is over nine innings of the American game, which is like rounders, except more sophisticated.

There are two sections, pitching and batting, and each needs skillful timing and cunning tactics. The action takes place on a field of which you have a view from above and behind home plate, where the batter stands. There is also a close-up video screen in the stadium which allows you to see the pitching and batting in detail.

When pitching you have several types of ball all of which are thrown using the joystick. These range from fast and high to slow and slow. Some of the pitching options are illegal, but still very useful when playing a human opponent (though not the computer!), as you may trick him into swinging at an unplayable ball.

The Imagine name returns to the market with a sports simulation. Will they be lucky second time around? Well, judging by this game's standard they should do a lot better than before. Detailed graphics, jingles and animation all add to the razzmatazz of the game giving it true realism. Control is tricky and the computer will hammer you at first, but with perseverance, revenge will be sweet An excellent release.



Stealing bases

If your human opponent is inattentive you may be able to steal a base from him by sneaking your man along before he can get the ball to the base. Don't try it against the computer though since it fields far too quickly for you to catch it out.

The pitcher also has a steal option which allows him to try and catch out a runner at a base by throwing it there instead of pitching. This is particularly effective against players who push continually on the joystick and can absent-mindedly run out of their ground. Once again, though, you can't catch the computer out since it only steals when the ball is actually in play after a pitch.

Your initial aim is to 'strike out' your opponent by getting him to miss three balls. If he does hit the ball your control switches to the fielder closest to it. You can either try to catch it, if it is in the air, or field it and try to get the runner out at a base. You can throw between bases as well and even get more than one man out in a single play. Once you've got three men out the sides change roles and you take over the batting.

When batting you see the ball fairly late and have to decide quickly what sort it is and how to hit it. You have fast, normal and slow batting strokes. Pick the right one and time it well and you could see the ball sail for a home run. A little triumphant tune is played as your man steams around the bases celebrating.

Your men run automatically

PRESENTATION	ORIGINALITY
71% Clear instructions and cute cheerleaders. No congrats on victory.	74% One of first baseball simulators, novel large video screen.
GRAPHICS	**HOOKABILITY**
73% Small, but nicely detailed characters and a great close-up video screen.	88% Easily mastered controls and gripping action.
SOUND	**LASTABILITY**
59% Thwack! Roar of crowd and home run victory tune.	86% Tough computer player plus two player thrills.
VALUE FOR MONEY	
87% The better buy of this month's two baseball simulations.	

when the ball is hit, so well placed blows are necessary to avoid getting caught or run out. If you can get the bases 'loaded' (a man on each base) and hit a 'homer' you'll get four runs and a massive psychological boost over your opponent.

There's nothing quite so much fun as a last gasp win against a frantic opponent, particularly if it's the computer. The graphics are passable and so is the sound but the real key is the two player game and the atmosphere and competitive spirit that goes with it. It's frustrating at first against the computer so I advise you to start against a beginner friend and move up to the expert later.



The computer plays a very canny game, fielding brilliantly and hitting nearly everything you throw at it. The only way to beat it is to close it down as much as possible when it is batting and hope to score some home runs off its pitching. This is easier said than done though and victory over the computer will be harder than against a human.

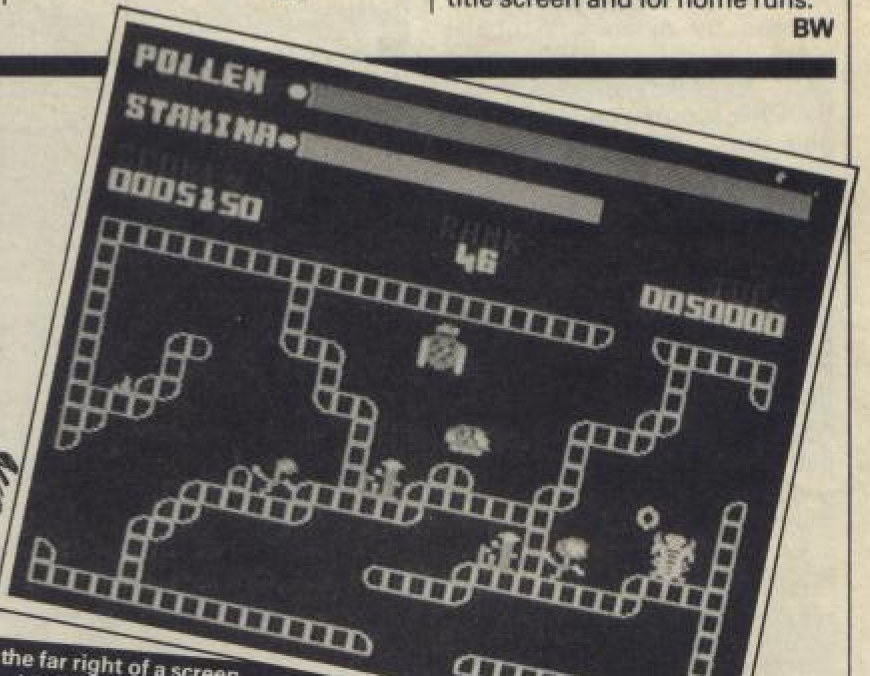
It is a pity that there are no wild celebrations at the end of a victorious game. However after the first and sixth innings there are sets of cheerleaders who come out and leap about to support their team. These are accompanied by a tune and other ditties play at the start, on the title screen and for home runs.

BW

Antics

Bug Byte, £6.95 cass, joystick and keys

● **Bee stars in multi-maze arcade adventure**



You are on the far right of a screen. You've just picked up lots of pollen from a flower and there are three other flowers, two bugs and a lump of poison.

Buzzzz . . . here comes an arcade adventure converted from the Spectrum. BarnaBEE is the hero of the hour and he's on a quest to find his cousin who's been kidnapped by a vicious gang of ants.

Deep inside the ants' nest you'll have to delve to rescue poor Boris. Naturally this is not a simple task and yukky insects will block your path as you enter the depths of the nest.

There are also little spikey blue blobs left lying around which the instructions don't tell you about but which you'll soon suss are poisonous and sap your stamina.

Controlling your bee is quite a simple task: left and right and fly, although BarnaBEE does have a lot of inertia.

There are many screens in this adventure most of which are easy to fly around. Collect the pollen from each flower on the screen: sometimes this will open a door to another screen - indeed the door opened may itself be on a different screen to the one you're on. These ants nests are complicated places.

Another way to make a new exit or entrance is by touching certain walls: they may dissolve giving you a new passage.

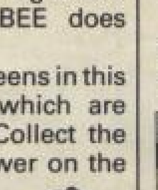
There are two entrances to the underground complex, both of which need to be used. Occasionally a room can only be half searched and you will need to backtrack before you can complete your exploration.

JR

This game is graphically Spectrumesque and also sounds very much like its rubber-keyed counterpart. The tune is a version of Bach's Toccata and Fugue and although having the right notes, sounds thin and reedy through a feeble one channel. Although it'll keep the mappers happy for a while I can't see it doing any better than the Spectrum version.



This conversion took a long time coming and unfortunately the wait has taken its toll. The simple maze-type arcade adventure is no longer in the forefront of things having been superceded by more complicated games. The straightforward mazes and relatively simple object of the game make it very dated and money would be better spent on newer offerings.

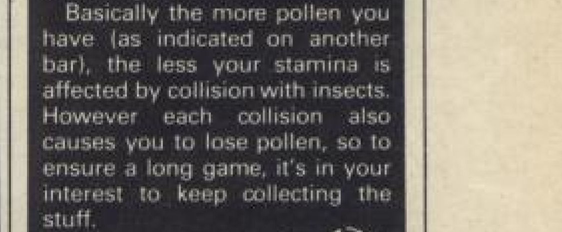


PRESENTATION	ORIGINALITY
53% Sparse instructions but a great high score table.	63% 64 owners haven't had too many arcade adventures.
GRAPHICS	**HOOKABILITY**
49% Spectrumesque.	59% Exploring and mapping keep you going.
SOUND	**LASTABILITY**
49% Spectrumesque.	48% Little to do once you've mapped it.
VALUE FOR MONEY	
54% Spectrum game at a Spectrum price.	

How to lead a long life

On screen throughout the game you will see a bar marked 'stamina'. This ticks down slowly acting as a timer - when it's gone the game ends. Collision with an insect would normally cause a large fall in stamina. However you can guard against this by collecting pollen.

Basically the more pollen you have (as indicated on another bar), the less your stamina is affected by collision with insects. However each collision also causes you to lose pollen, so to ensure a long game, it's in your interest to keep collecting the stuff.



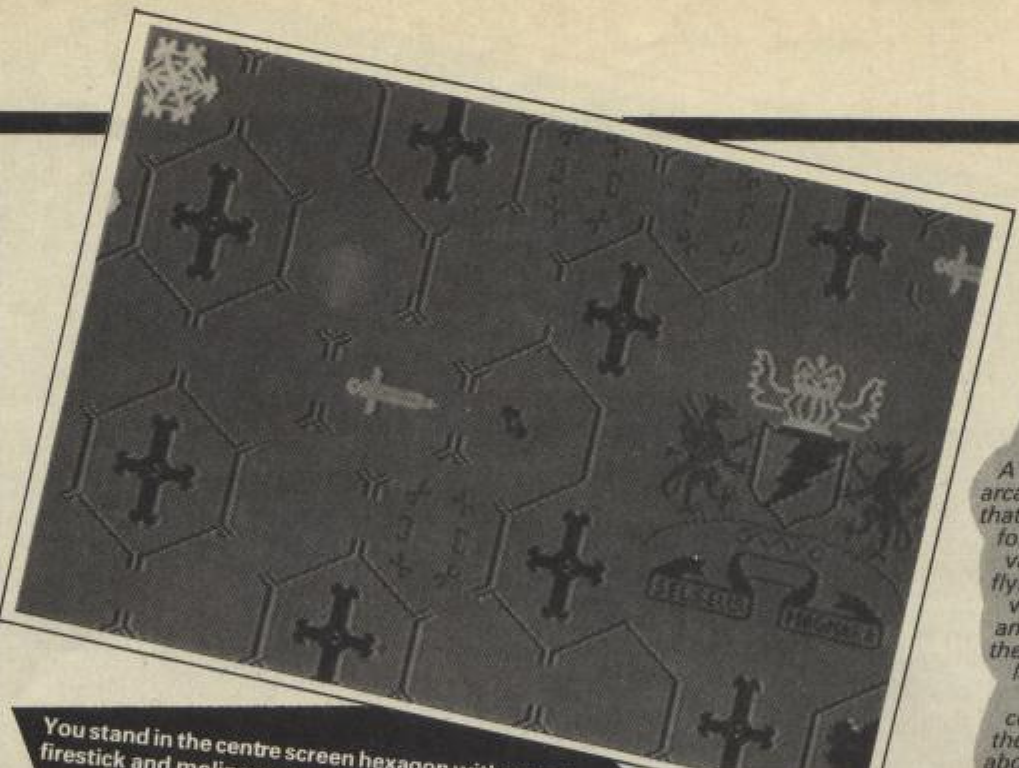
This is one of a new breed of games which combines adventure and arcade action in more than just a 'walk round collecting things' scenario. Here you actually have to figure out what to do with objects and how.

Your task is to get together the seven pieces of the Ice Crown which are hidden throughout the seven levels of the Palace and thus destroy the power of the Ice Queen. These levels consist of about 170 hexagonal rooms in a honeycomb arrangement where about 30 are visible on screen at once.

Your character can walk between these rooms and you have an overview of him *Evil Dead* style. You also have the same form of movement by turning left or right and pushing forward.

There are five types of room marked by different symbols: empty, swords, firesticks, lakes and Moline crosses. The SWORD rooms contain objects and the FIRESTICK rooms replenish your only weapon, yes, the firestick.

The LAKE and CROSS rooms are impassable and on later levels form the screen into a maze type layout which you have to work a way through. The entrances to some rooms are blocked so that you have to rotate the adjacent hexagons, using joystick down, in order to line up two gaps in the wall and move on.



You stand in the centre screen hexagon with sword, firestick and moline cross rooms adjacent.



A strange blend of arcade and adventure that kept me intrigued for some time. The various creatures flying around are all well defined and animated, and help the game along. The large number of objects and commands mean there is a lot to think about, and a lot to do. A lot of the 1000 plus locations are in fact very similar, but the game is big enough all the same.

Ice Palace

Creative Sparks, £7.95 cass, joystick only

●Exploration, combat and puzzle-solving

The Ice Queen's minions

The creatures that attack you are highly dangerous and rapidly sap your goodness if you let them hit you. A rotating sphere, wobbly amoeba, spinning sword, eagle and raven all have to be fended off. The first three can be destroyed by the firestick, by holding down your fire button and guiding the fire into the beast.

The eagle and raven can only be deflected and from the fourth level it takes two hits to destroy the others. This isn't the only thing that gets harder since the number of attackers also increases with the levels. This makes the attacks gradually more prolonged and gives you less time for finding the Crown.

After destroying a wave of minions a spinning, multi-coloured cylinder will appear and walking into this will cause it to explode and increase your goodness.



This seemed a terribly daunting prospect but I tried it and found myself surprised at its simplicity. Although getting pretty hard on the higher levels it's a good game and will provide enough challenge to keep you coming back for more.

From time to time when you are moving about the Palace a warning will sound and various enemies will appear. You have



I groaned inwardly at what looked like yet another grotty arcade adventure. This time the hero is fat and wobbling. It may be to American taste to have a beer belly quivering like a jelly, but for me it's pretty revolting. The sound was as endearing as the hero and the graphics are tacky. Even so this game was fairly addictive and has a lot in store for a fearless adventurer.

SPELUNKER

Ariolasoft/Broderbund, £9.95 cass, £11.95 disk, joystick with keys

●Scrolling platform adventure: treasures, bats, dynamite, flares

A spelunker is someone who scavenges caves. This activity provides the basis for one of those games that doesn't look up to much initially, but proves its worth with some play.

The graphics and sound are both poor, and do nothing to enhance the game's appearance. Sprites are small, crude and simple. Sound is mainly short bursts of single channel music, bloops and incredibly annoying bat squeaks.

Spelunker is a form of arcade adventure set deep in a large cavern. This cavern is divided into six different levels of multi-screen exploration — each level being several screens in height and width. With only a small portion of the cavern displayed at any time, the screen scrolls in four directions to reveal any further playing area.

Each level consists of platform-like areas of rock connected by ladders and ropes. Scattered around these areas are numerous treasures and objects to be collected. Weapons such as dynamite and flares are to be found and utilised. The dynamite is to blow up impassable piles of rock, and the flares to scare off bats.

There are also various treasures to be found, ranging from ancient mining equipment to valuable artefacts and magic dust. On collecting treasures you gain extra points, and dust rewards you with either a new life, a stick of dynamite or a flare.

Separating each level are huge coloured doors and can only be passed when carrying the correctly coloured keys. There are also various dangers to be avoided or temporarily disposed of. Lava pits and jets of steam kill on contact, but small piles of rocks only bounce your man away if incorrectly jumped.

The ghosts of previous Spelunkers also inhabit the caves, and appear at random throughout the game. Thankfully you're armed with a phantom blaster, activated by a bash of the space bar. The problem is that firstly a lot of battery charge is used up on firing, and secondly the ghost must be near enough to hit. Battery charge can be replenished though, by collecting any batteries lying around.

GP



ZZAP! TEST

to destroy or deflect these since they are trying to make you evil.

During lulls in the action you can access the second screen of the game which is where the adventuring takes place. At the top of this display are indicators of your status. A crown shows the number of pieces you have and a measure of your goodness. A skull's eyes light up when there are nasties on the action screen and a firestick which turns grey when discharged. Lastly there is a candle timer which burns down and is your time limit.

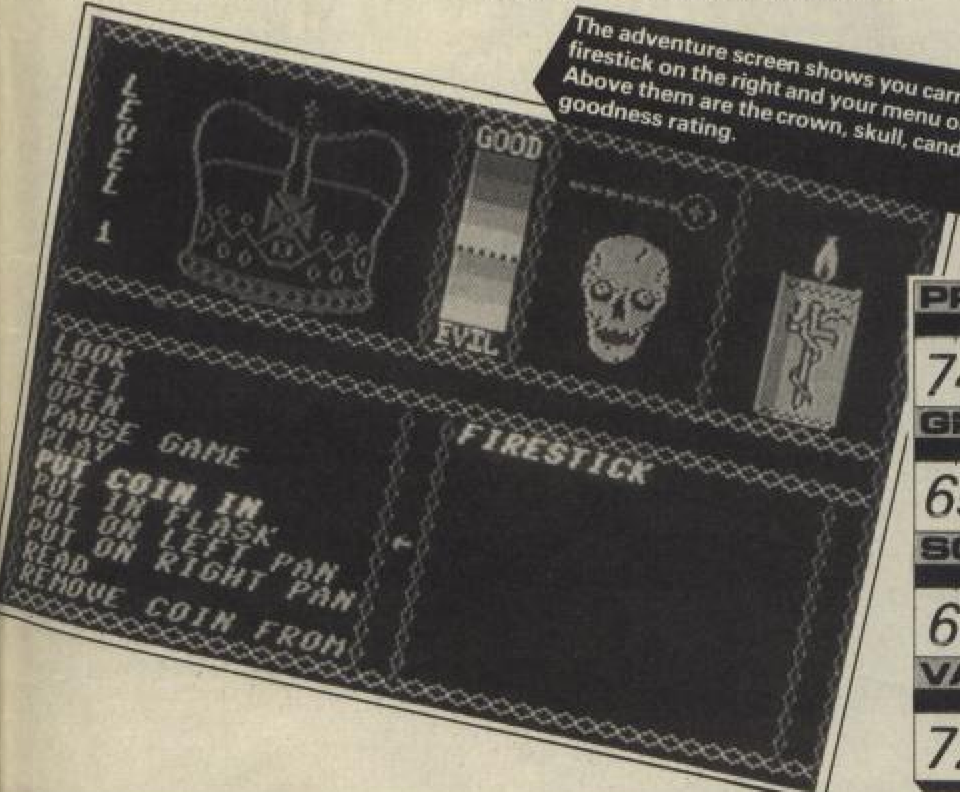
The lower half of the display has a list of objects you are carrying or are in the room on the right, and a list of adventure commands on the left. These can be accessed using the joystick — blue commands require an object while red ones don't

The items which you need are all found in sword rooms and as you progress through the levels these get harder and harder to get to. On each level you have to work out what to use and how in order to reveal a piece of the Crown. If you can't work it out — and there are some red herrings — a help function may give you a clue to the answer.

From time to time the ghost of your dead father, the King, floats across the screen and contact with him boosts your goodness. More of a problem are rooms which occasionally freeze up and and make it difficult to move about.

The music is haunting and lovely while the graphics are nicely detailed on both the game screens. The actual problem of movement and real time has been overcome quite well, although I wish you could walk diagonally through the hexagons instead of having to stop and change direction all the time.

BW



The adventure screen shows you carrying the firestick on the right and your menu on the left. Above them are the crown, skull, candle and goodness rating.



I rapidly got into the swing of this game and there were lots of new ideas to get to grips with. For once the combination of real time adventuring and arcade action has been playably achieved so that you have to fight hard and think fast to solve all the problems. My only reservation is that I easily got to level four and although things then get a lot tougher, I wonder just how long it will take to crack because there will be little lastability afterwards.

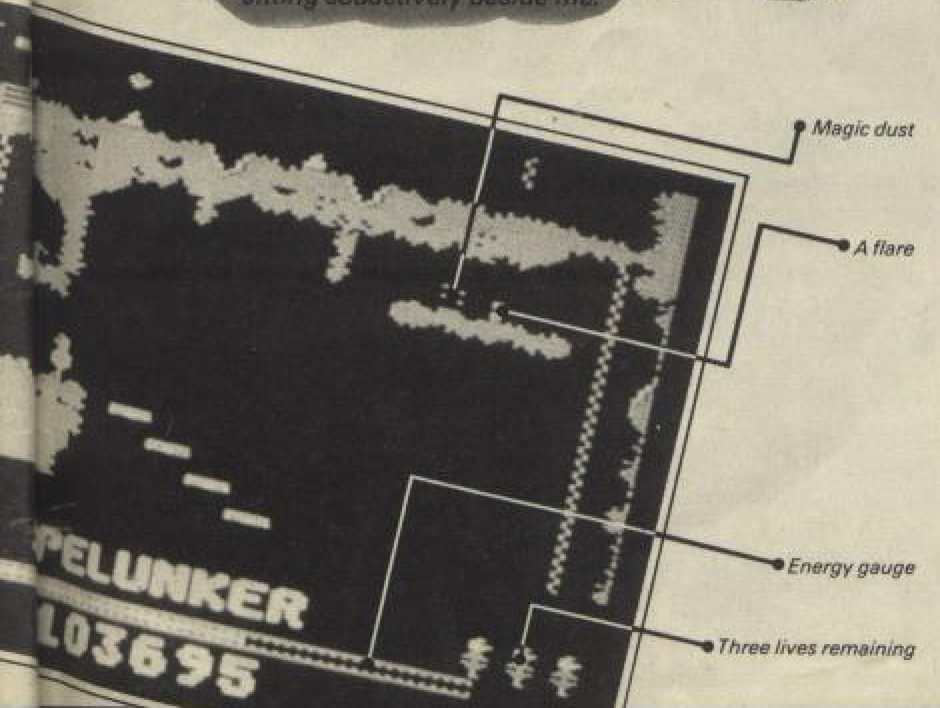
PRESENTATION 74% — To the point instructions and great adventure screen.	**ORIGINALITY** 82% — New form of arcade adventuring.
GRAPHICS 65% — Detailed hexagonal layout and atmospheric adventure symbols.	**HOOKABILITY** 76% — The adventuring is absorbing and the action is hectic.
SOUND 67% — Lovely tunes, nice sound effects.	**LASTABILITY** 73% — Early levels are easy but gets tough after level four.
VALUE FOR MONEY 72% — Excellent new form of game.	



Don't be deceived by the apparently poor presentation of the game on screen - there's great play lurking beneath the feeble exterior. With six large, interlinking levels to explore, all having incredibly tough and devious aspects about them, there's no chance of interest waning quickly. In all honesty I found it difficult to write anything, with Spelunker sitting seductively beside me.

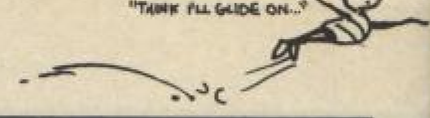


PRESENTATION 44% — Neat instructions, but annoying to have to reload start position.	**ORIGINALITY** 35% — Dynamite, flares and other new touches to the scrolling exploration game.
GRAPHICS 46% — Small but detailed caves, objects and animation.	**HOOKABILITY** 81% — Making progress in these caves is really compulsive.
SOUND 38% — Incredibly annoying bat and ghost noises.	**LASTABILITY** 85% — Massive cave system and hundreds of treasures. Very tough challenge.
VALUE FOR MONEY 79% — Another really enjoyable round of exploring, collecting and dodging.	





The size and original touches compensate for the overall graphic simplicity and obvious age of the game. I enjoyed grabbing the objects, blowing up walls, lighting flares and zapping ghosts, but then I'm a sucker for platform games. Like most of its kind it has that inexplicable hook that just won't let you put the joystick down no matter how many times you die. Unless that is you keep thinking of the price and all the other platform games on your shelf.

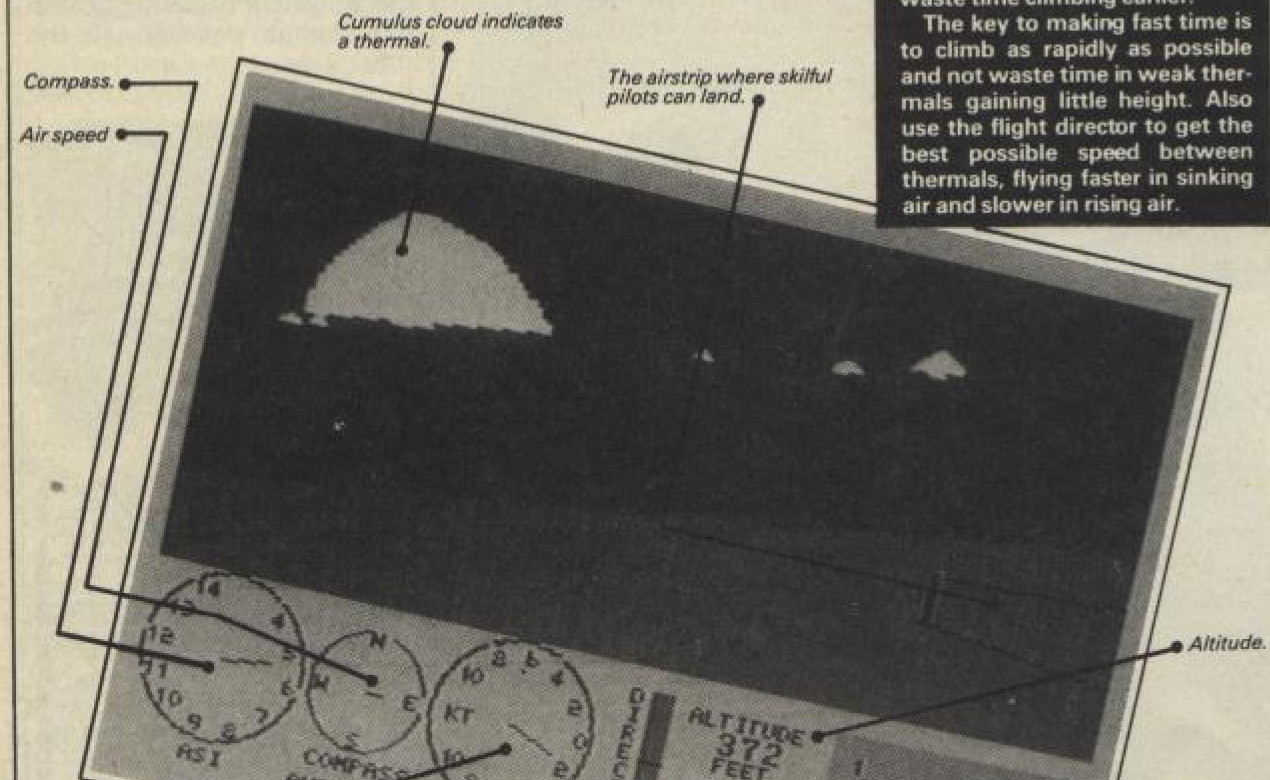


ZZAP! TEST

Glider Pilot

CRL, £9.95 cass, joystick or keys.

●Flight simulation without engines



Last month we had a helicopter flight simulator and now we've got one for a glider. No roaring of engines or blasting of guns, just the rush of the wind as you cleave through the atmosphere.

Your task is to pilot your glider around a 160km triangular course in the fastest possible time. To do this you have to make the best use of the thermals (warm air currents) you find along the way since these are your only source of lift.

You have the usual flying controls of nose up and down, bank left or right, plus open and close airbrakes. You also have an instrument display showing your speed, height, rate of climb, angle and a map of the course.

You start about 2000 feet up in the air and you can select whether you have to cross the starting line or not. This is an airfield, as are the other two turning points on the course and the brave or foolhardy can try to land on them, which I haven't managed yet.

There are three main things to think about while flying: your direction, height and speed. You want to follow the most direct route possible, at the greatest speed and with the least possibility of crashing the glider. Your speed is determined by your nose angle and you can bank to change direction.

Maintaining height is altogether harder until you get the hang of finding thermals. What you have to watch for are cumulus clouds that mark rising air columns and fly towards them. Once your rate of climb becomes positive you need to put your plane into a tight spin at about 40 knots to gain height as rapidly as possible. Depending on the 'inversion' height the thermal will peter out between 2500 and 5000 feet.

Hopping between thermals you pass each turning point until you arrive back at your starting point. Crossing the airfield here finishes your task although trying to land is a difficult but enjoyable problem.

Once you have completed a flight you are given a readout of your time and average speed and also a barograph of your progress as you glided down and then climbed again.

Advanced flying

Experienced pilots might like to employ the techniques at the back of the flight manual. When starting climb high and then dive underneath the maximum height of 3281 feet to start, pulling up to regain height afterwards. Also when finishing try to glide in as low as possible so as not to waste time climbing earlier.

The key to making fast time is to climb as rapidly as possible and not waste time in weak thermals gaining little height. Also use the flight director to get the best possible speed between thermals, flying faster in sinking air and slower in rising air.

Yet another flight simulator hits the market, this time for glider enthusiasts. A really nice intro tune leads the way into the simulation, and really that's about the most exciting part of the game. Floating about the heavens wasn't my cup of tea, and the sound effects were almost brain-numbing. If you like the thought of spending hours looking for thermals then this is fine, otherwise there are many more exciting flight simulators on the market.



There are various pre-set weather conditions or you can alter them yourself by determining inversion height, thermal strength, thermal frequency, thermal difficulty, wind strength and wind direction. You can also determine the simulator speed from real time to four times faster, although it's not advisable to try and land at four times normal time.

There are some annoying sound effects to the instruments but these can be switched off and the title tune is excellently atmospheric.

BW



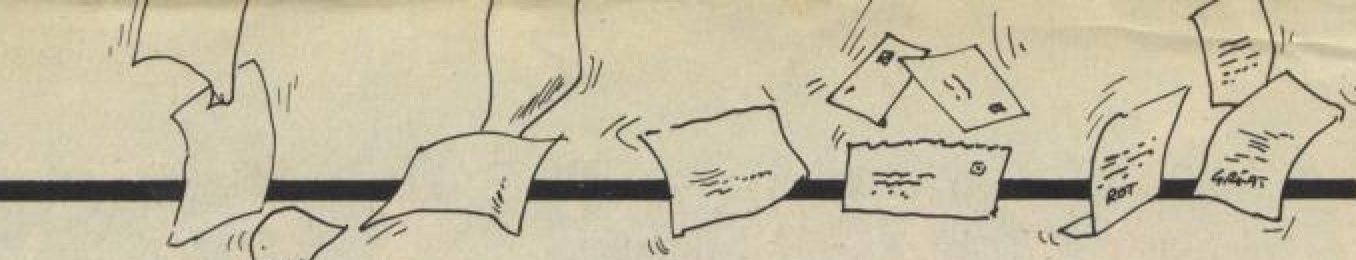
Not the most exciting simulator I've played but it certainly has some different touches to it. Whether it is as relaxing and exhilarating as the real thing is supposed to be will be up to the individual, but if you're looking for action don't look here. The simple graphics and jerky clouds don't add much to the visual appeal of the game but as they say, the feel of the simulator is the most important thing and as a glider it felt pretty good to me.



I suppose if you want, or would like to, soar around the heavens in a glider for hours on end, then yes, this is for you. Otherwise, steer well clear of this flight simulator, as you may well find yourself becoming more than a trifle bored. I found little to appeal to me, other than the atmospheric and soothing music, and the reasonably effective graphics. Even the act of crashing failed to spark off any stimulation in this boring simulation.

PRESENTATION 73% Helpful instructions and great barograph chart.	**ORIGINALITY** 52% We've seen flight simulators, but not for gliding.
GRAPHICS 47% Jerky cloud movement and little else.	**HOOKABILITY** 24% Long uneventful flights prove boring.
SOUND 23% Ear-numbing alarm noises but atmospheric title tune.	**LASTABILITY** 38% Fine for experts but little to interest the rest of us.
VALUE FOR MONEY 31% Unlikely to interest non-gliders.	


QUASIMODO
Quasimodo likes bells. They make him feel good – they make him happy – they are his friends.
All Quasi wants is to be left alone, but those nasty soldiers think that he stole the royal jewels. Quasi didn't steal them!
Quasi wants the soldiers to leave him alone. They fire nasty arrows at him. Quasi doesn't want to, but Quasi will throw big rocks at the nasty soldiers.
Quasi knows a secret! Quasi knows where the jewels have been hidden in the castle and only Quasi can climb there.
They better leave Quasi alone, 'cause Quasi is getting mad. Quasi better hurry and find the jewels. Not much time. Quasi sees lots of soldiers. Quasi has lots of rocks.
Now the noise has stirred up the bats in the belfry. The bats are mean, they make Quasi fall down. Quasi better jump away from those bats.
Quasi thinks he got up on the wrong side of the bed today.
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ZZAP! Rap

When sending entries away could I just head my envelope 'competitions'? As this would save me money.

I also think that your offer (It was: you get two free U.S. Gold games if you pay a year's subscription) was exceptional.
Stuart Adrian, Harrogate, N.Yorks.

Yes, you can certainly put all your competition entries in a single envelope, but make sure they're all on separate cards or envelopes EACH with your name and address on so that we can sort them into the correct boxes. Mark the main envelope Competition Entries.

Mini raves department

Dear Zzap!
Hi there! What a magazine!! After reading your magazine, I immediately went out and cancelled my existing magazine (Your Computer) and subscribed to your wonderful interesting magazine.
Bryan Erwin, Davyhulme, Manchester.

Dear Zzap Team
I am writing to say that your mag is (wait for it) great, magic, ace, fab, brill, amazing, knock-out, stunning, mind blowing and totally mega zapping.
What I really mean is that Zzap! 64 is the best thing that has happened to me since I bought my 64, and is definitely the best computer mag around.
Yours Zzapped,
Jon Harding, Letcombe Bassett, Oxon.

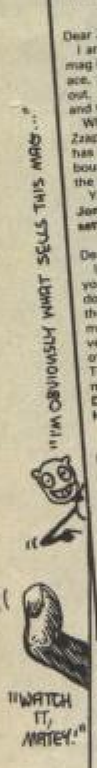
Dear Ed (and the rest),
I'm writing to congratulate you on yoour superb mag. Well done. It's THE best.It will beat the other boring 64 mags on the market. Your new reviewers are very very good, better than that other bunch back at PCG. Thanks for publishing the best mag ever.
Derek Tweedie, Portsmouth, Hants

Dear Zzap!64,
I bought your first magazine today, and I would like to congratulate you for this milestone in literary history. I think that Rockford is an amazing breakthrough in mag technology! I kiss your feet, grovel and emit reams of slimy dross!
The Intergalactic Hyper-Warden from the outer rim of the Galactic Hub, Stanmore, Hants.

Dear Zzap!
Having just recovered from last months glutinous feast of mindbending, energy sapping, joystick breaking reviews, I am eagerly awaiting the next dose of your excellent magazine, that puts all others to shame including that horrendous Speccie mag *****!
Keep up the immaculate presentation and good humour.
Darrenn Hughes, Southdene, Kirby.
PS. Tony Crowther is brill! 64's forever.

Borag Thungg!!
Congrats on bringing out what must surely be the most zarjaz rag for the 64. No endless listings with infinite pokes. No chapters on how to turn your 64 into an automatic donkey molester. Just pages and pages of games, games, games. Truly mega-scrotnig!
Splundig Vur Thrigg!!!
The Star Dweller, Bampton, Oxfordshire.

Dear Zzap!64
Whilst wandering around my home town, I spotted the no.1 issue of Zzap!64. It looked very familiar to another magazine called Crash for Spectrum Owners. I used to own a Spectrum, and I used to buy Crash, so I decided to buy Zzap!64. The pages inside were excellent. No crummy listings that don't work and take up space and no pages for dare I say it, Speccy owners! A pure delight for the 64 games connoisseur!
Mark Grzywacz, Colney Heath, St. Albans.



A bit untidy

Dear Zzap-ers,

I've just finished reading issue one of Zzap! 64, and thought I'd drop you a line to say how good the magazine is, and to congratulate you on one item in particular – the little cartoon character who first appears on the cover (saying 'Hi') and ends issue one (by saying 'Ho-hum, I'm off to buy a Spectrum'). He's great!!! Give him his own strip, column, or even his own magazine – please!

Other highlights were the *Elite* review, 'Minter the Hairy', and the competitions (I've entered four of them).

One slight quibble: although the reviews were interesting, they did look a bit untidy.

All I need now to really appreciate your magazine is a Commodore 64...

Pax,
Brian Longstaff, Sheffield, S Yorks.

Untidy?! We prefer descriptions like: Dynamic, Innovative, Exciting, Dazzling, Easy to read... No? OK then, Messy.

What about the 128?

Dear Zzap!64,

I notice that in your very first issue of Zzap! 64 you mentioned something about a new Commodore 128. I am very interested in hearing of a new Commodore, and I am sure your readers would be as well.
Anton Iniss, Wembley, Middx.

It's a 128K machine which will be able to run the 64's software, as well as bigger games of its own. It's due later this year, price not yet known.



List the good shops

Dear Sir,

I have read Jeff Minter's column with great interest and quite agree with him about chain stores being the wrong medium for computer software. So why not do something about it?

You could compile a directory of good specialist shops all over the country by getting the readers to send in a list of the names and addresses of recommended retailers in their area. This would be of great value to people who were new to computing and could not find the software they required in chain stores and so had to do without.
Garry Thompson, Wolviston, Cleveland.

Those people could always try Zzap mail order...?

Are YOU a MASTER BLASTER?

HOW TO WORK OUT YOUR RATING

Listen, you shouldn't be reading this yet — you haven't completed the tests. Go away and come back in an hour.

Well, if you insist, here are the answers and the rating method.

TEST 1. **Score 2 points for each correct answer: 1-G 2-D 3-M 4-O 5-A 6-B 7-E 8-K 9-J 10-L 11-C 12-F 13-P 14-N 15-H 16-I.**

Your score ....

TEST 2. **Score 2 points for each correct answer: 1.Ghostbusters 2.Aztec Challenge 3.Matchpoint 4.Spy Hunter 5.Quo Vadis 6.Revenge of the Mutant Camels 7.Valhalla 8.Jet Set Willy 9.Chinese Juggler 10.Suicide Express 11.Lazy Jones**

Your score ....

TEST 3. **Score the number of points indicated.**
1. a-0 points, b-1 point, c-2 points. 2. a-1, b-0, c-2. 3. a-1, b-0, c-2. 4. a-0, b-2, c-1. 5. a-0, b-2, c-0. 6. a-2, b-0, c-2. 7. a-0, b-0, c-2. 8. a-0, b-1, c-2. 9. a-1, b-2, c-2. 10. a-2, b-0, c-0. 11. a-2, b-0, c-2. 12. a-0, b-1, c-2. 13. a-2, b-1, c-1. 14. a-0, b-1, c-2.

Your score ....

TEST 4. **Discover your best average reaction time after around ten plays. If it's:**
— less than 0.5 seconds, score 50 points
- 0.5 to 0.55, score 40 points
- 0.55 to 0.60, score 35 points
- 0.65 to 0.60, score 30 points
- 0.70 to 0.65, score 25 points
- 0.75 to 0.70, score 20 points
- 0.80 to 0.75, score 15 points
- 0.90 to 0.80, score 10 points
- 1.00 to 0.85, score 5 points
- over 1 second, score 0 points

Your score ....

TEST 5. **The correct sequence of jumps is E,D,G,J,I,L,K,N,H,F,A,B, C,G,J,M,O,T,O,S,R,Q,V,X,Y,Z,a,b, e,h,j,l,p r,t,u,s,q,k,o,n,m,i,c,f,d,g, h,j,l,p,r,t,u,s,q,k,o,n,m**

Completely right - score 50 points
Only one or two small mistakes - score 40 points
Longer, but still workable route - score 25 points
Shorter route - CHEAT!!!! - score 0 points.

Your score ....

TEST 6. **Score 2 points for each correct title:**
1. Revenge of the Mutant Camels 2.Give My Regards to Broad Street 3.Cad Cam Warrior 4.Raid on Bungeling Bay 5.Staff of Karnath 6.Jet Set Willy 7.Daley Thompson's Decathlon 8.Lords of Midnight 9.Further Adventures of Big Max the Mad Maintenance Man 10.Bounty Bob Strikes Back

Your score ....

TEST 7. **Score 2 points for each correct answer:**
1. Son of Blagger (others versions of same game)
2. Spy Hunter (others platform games)
3. Ghostbusters (others 2-player games)
4. Tony Crowther (others hairy animals)
5. Snowball (others have graphics)
6. Bruce Lee (others by Sega)
7. Wally (others Melbourne House characters)
8. Julian Rignall (others are superstars)
9. Zzap! 64 (others put you to sleep)

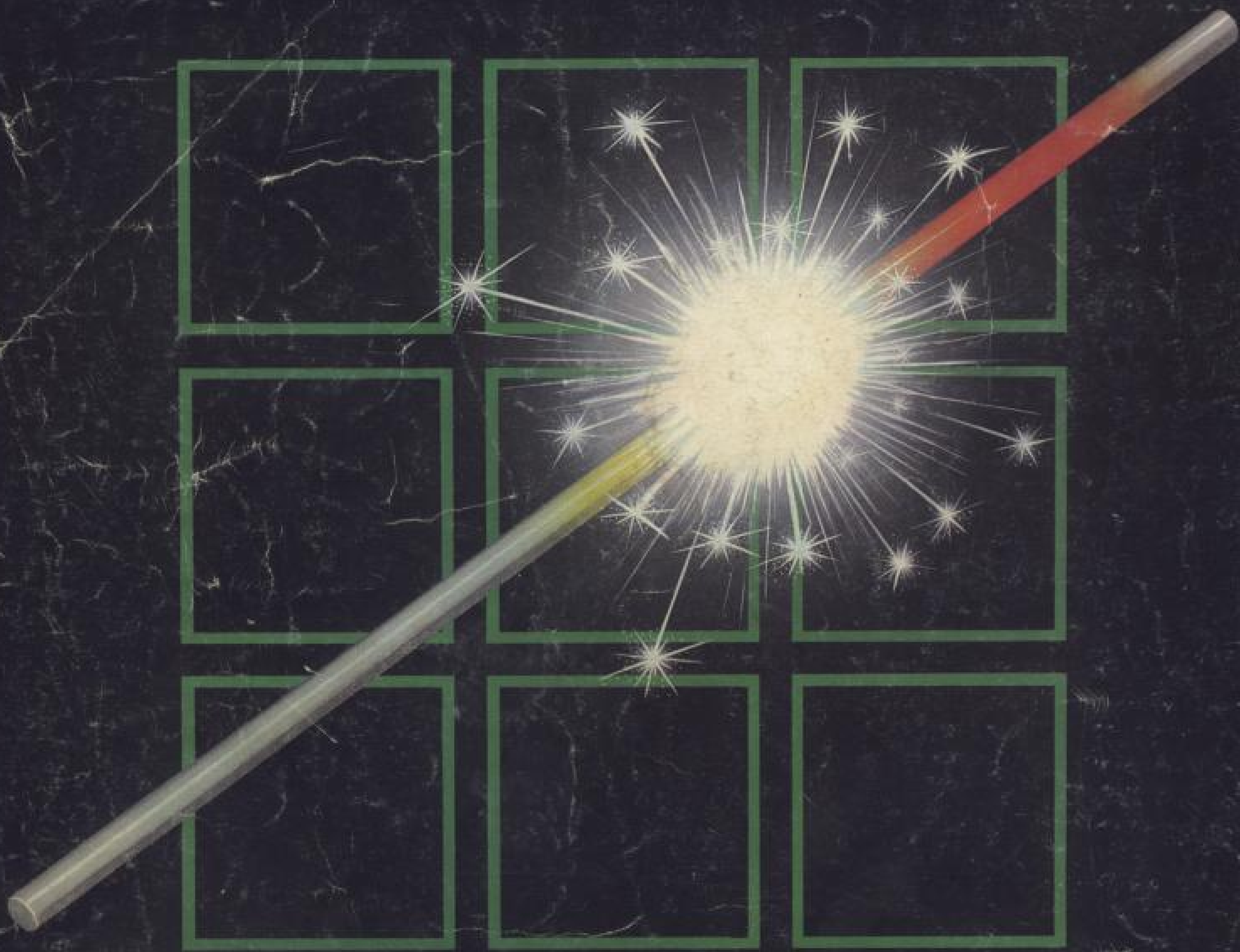
Your score ....

OVERALL RATING.
Now add up your scores on all seven tests. The total is your personal game-play rating. This table will reveal how you've done.
Under 50 - Sell your 64
51-75 - Ludo player
76- 125 - Novice
126-150 - Learning fast
151-175 - Club status
176-200 - Rignall beater
201-220 - Master blaster
Over 220 - Liar

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